THE WORLD'S BIGGEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£4.50 ■ AUGUST 1995 ■ ISSUE 74

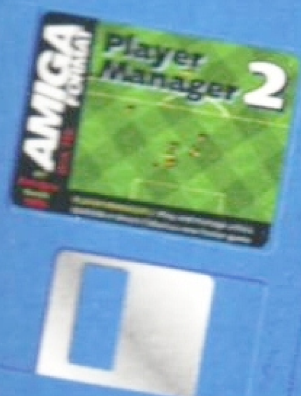
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Not British Telecom Approved

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Floppy Expander allows you to fit about 1.5MB on a standard floppy drive and 3MB when used in conjunction with the XL Drive 1.76MB. This is achieved by compressing data 30 - 70% of its original size.

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OCTOGEN 2008 .... **£129**

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Connect a CD-ROM drive, Syquest 3.5" and IDE HD's to your A2000/3000/4000 Complete with cables, software and manual. ROM 2.04 or above.

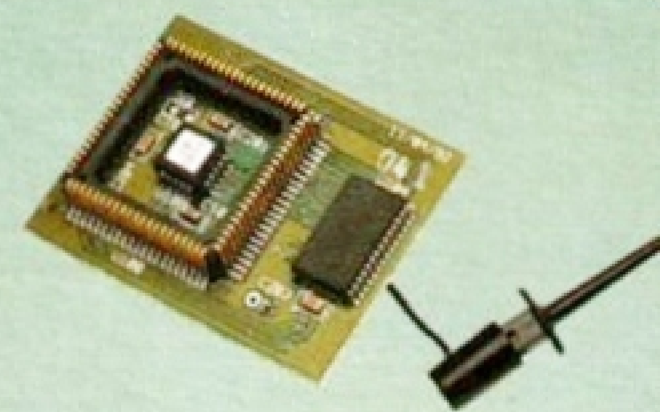
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040 board you install directly into the CPU slot

WARP ENGINES .... **£POA**

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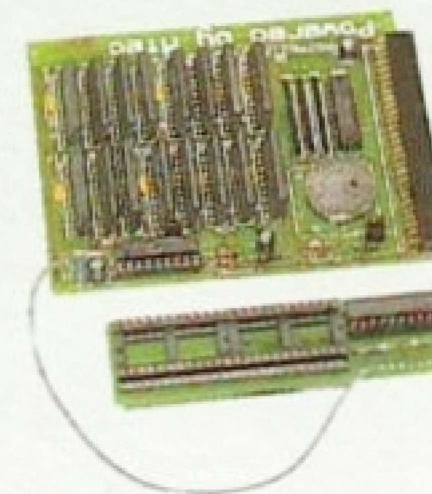
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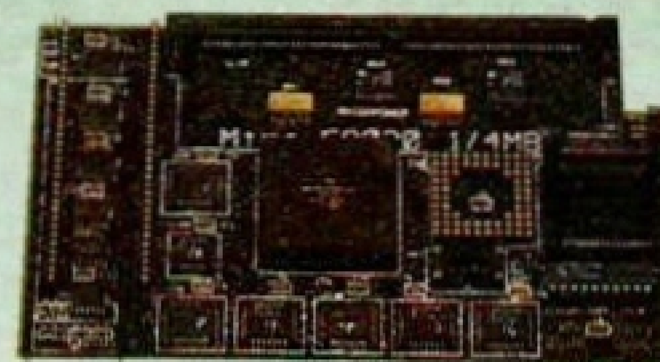
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A500 68020



68020 EC processor
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Supports Kickstart remapping
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Not Compatible with GVP hard drive

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24-bit



The award winning Power Scanner includes the following features:

- Scan in 24-bit (16.7 million colours) at upto 200DPI (all Amigas, not just AGA)*
- Scan in 256 greyscales at up to 400DPI (all Amigas not justAGA)
- Thru' port for printer connection
- Fully supports AGA chipset
- Display HAM8/24-bit images on a non-AGA Amiga (via image conversion)
- Full editing facilities
- Compatible with all Amigas

System Requirements
2.04 ROM or above, Minimum 1MB
Recommended 2MB or above
*Only available on Colour PowerScanner 4

POWERSCAN 4 B/W £99
POWERSCAN 4 COLOUR ...£199
OCR (when purchased with scanner) ...£20
OCR SOFTWARE £49
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AGA FLICKERFIXER

NEW



AGA FLICKER FIXER

ScanDoubler II is a full 24-bit AGA Flicker Fixer for the Amiga 4000. It automatically de-interlaces all AGA screen modes and scan-doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them. Supports VGA only, S-VGA and Multiscan monitors. Pixel sharp picture, even at 1440 horizontal resolution and has a standard 15 pin VGA type connector. Comes with composite video/S-VHS outputs.

SCANDOUBLER II £399

VGA ADAPTOR

VGA ADAPTOR £15

EPSON GT-6500





The Epson GT-6500 24-bit colour A4 flatbed scanner has output resolutions up to 1200DPI in 16.7 million colours, greyscale and line art. The GT-6500 comes with software, cables and manual.

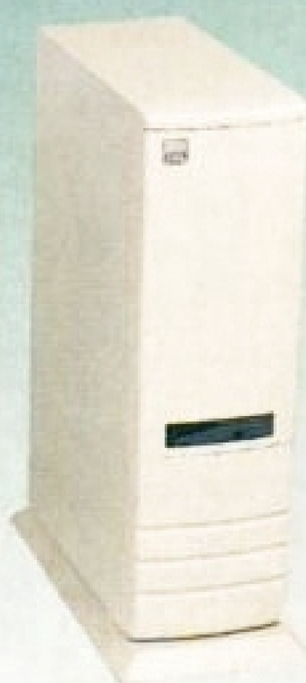
GT-6500 POWERSCAN £599
GT-6500 IMAGE FX £689

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A4000 TOWER



The A4000 Tower comes complete with 6 x 5.25" drive bays, 5 x 3.5" drive bays, real time clock, 7 x Zorro slots, 5 x PC slots and a 230 watt power supply unit.

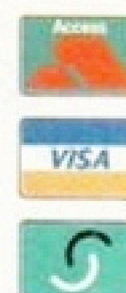
TOWER A4000 **.£349**
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VIDEOMASTER RGB VideoMaster plus
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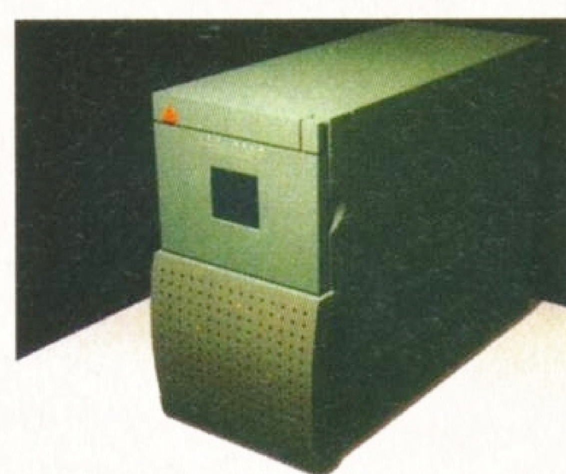
Trade and Educational orders welcome - Worldwide distribution available

IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 74 ■ AUGUST 1995

AMIGA NEWS


The Amiga recased and redesigned, as Escom hope to relaunch A1200 and CD32 before Christmas.

Escom unveils plans for the future, with new machines, new logos and a new approach. p10



MAIN FEATURE

Workbench
A huge problem solving resource for all you trouble-stricken Amiga people, on p19

SERIOUSLY AMIGA

SCREEN PLAY

Page 41


Colonization p46
A worthy successor to *Civilization* arrives at last.

Every new Amiga game reviewed and rated!





Player Manager 2 (left): Any angle you want, almost. *Sensible Golf* (above): It isn't *PGA Tour*, but that doesn't make it a poor game.

Coverdisk A: Transition p140

Batch image processing made amazingly easy. This neat program supports many file types and runs in a minimum of memory...

PLUS

There is a whole host of useful utilities crammed on to this disk.



Coverdisk B: Player Manager 2 p138

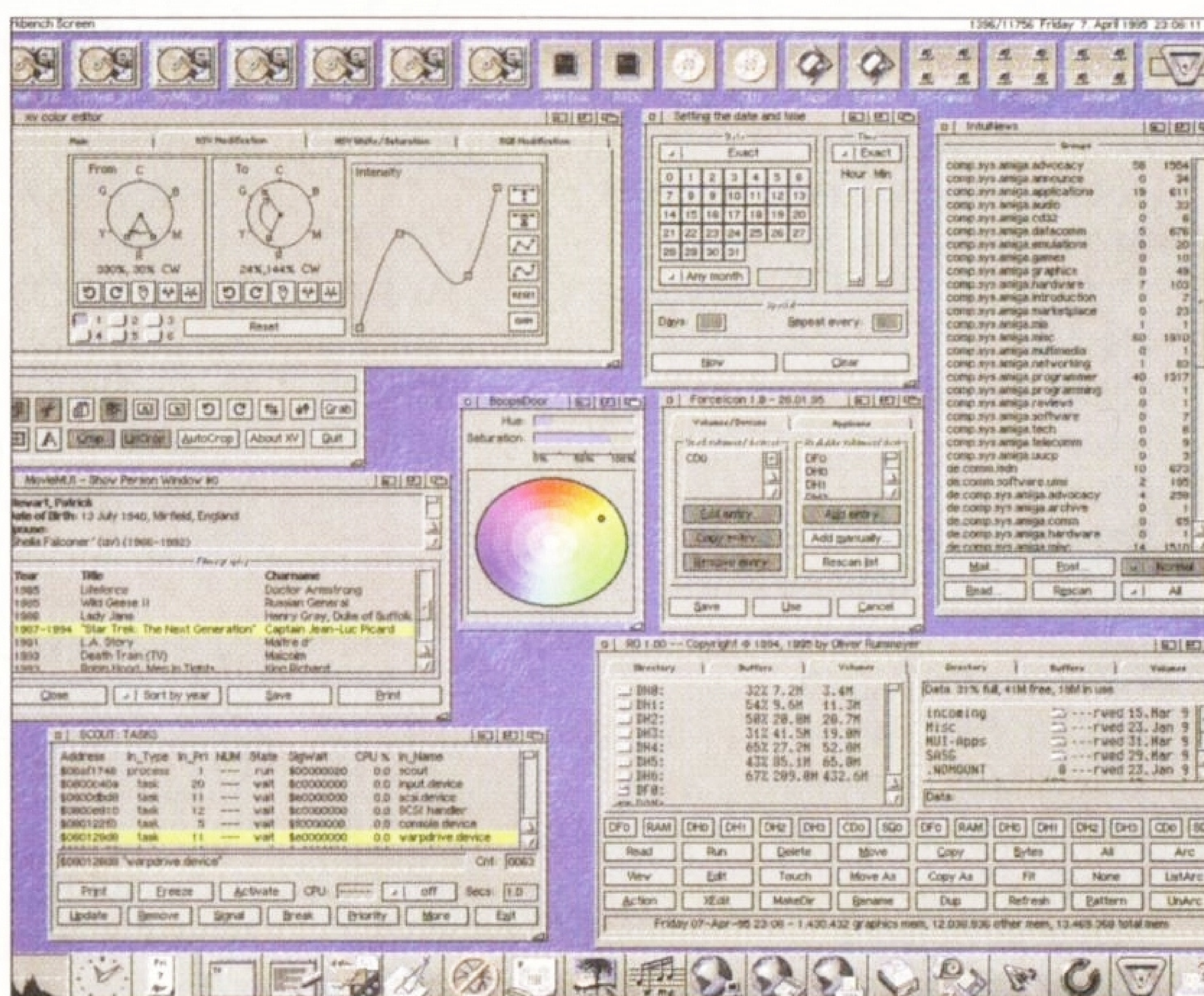
You get to play not just a few games but a whole season as manager of your own team. Enjoy arcade action as well as the management challenge...





MUI p36

A godsend to programmers, who can now concentrate on writing software instead of user interfaces – or a waste of disk space?



Real 3D v3 p90

Realistic, natural and entirely a figment of the Amiga's imagination. But is it now any easier to use?

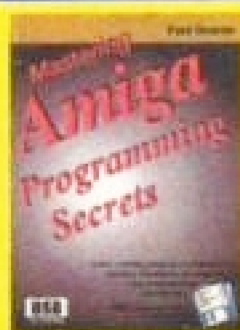


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Emerald Creative Technology

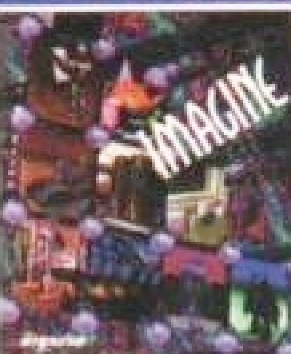
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Mastering Amiga Programming Secrets
Learn a whole range of coding tricks to enhance & improve your programming techniques
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Secrets of Frontier Elite ... £8.95
Guide to Frontier - find the secret ship !
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A1200 Beginner's Pack ... £36.95
Includes A1200 Insider Guide, A1200 Next Steps, Amiga Insider Video + 4 disks of shareware
Workbench 3 Booster Pack ... £36.95

Image Processing & CAD



Imagine 3
Rolling Upgrade program
The next 3 updates over the next year ! You must have Imagine 3 to qualify. In stock now.
£99.95

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More conversion options, CDXL modules, hotlinks to DPaint
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Pro Vector 3 New .. in soon - call for details
Pro quality structured drawing package
Real 3D Classic New Lower Price .. £59.95
Real 3D v3 New ... £299.95
Real 3D 2.4 to 3 upgrade ... £166.95
X-CAD 2000 New Lower Price ... £22.95
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The amazing new Squirrel SCSI interface lets you add SCSI devices to your Amiga 600/1200, including CD Drives (includes CD32 emulation)
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PC Emulation



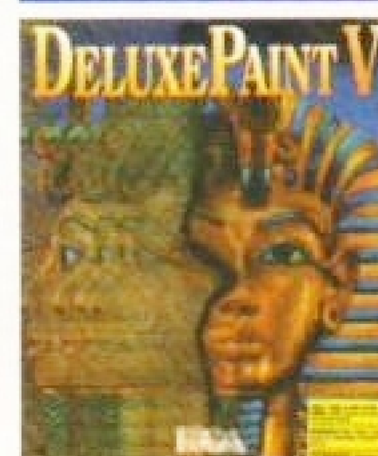
PC Task 3

PC Task 3 allows you to run software designed for IBM PCs and compatibles on you Amiga ! It emulates a 80286 based PC, so you can run Windows 3.1 and applications like Microsoft Word and Excel. On an AGA Amiga you can even run SVGA screen modes !



RRP £79.95 - Emerald Price £59.95
Upgrade from v2 £34.95 - please enclose your PC Task v2 disk
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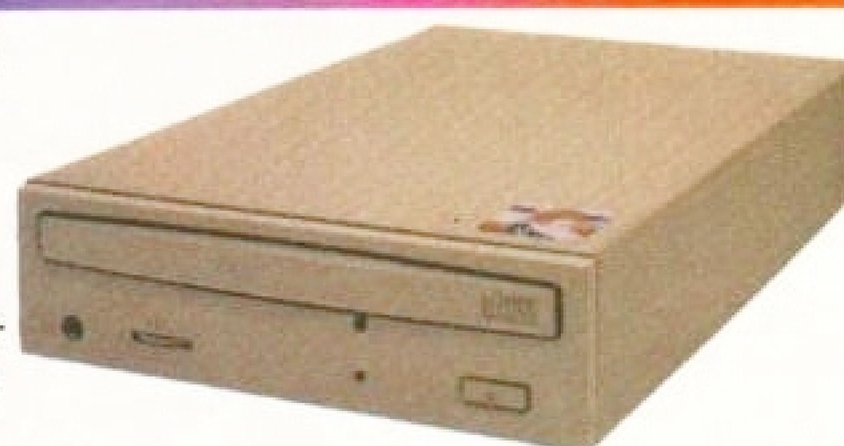
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Plugs directly into PCMCIA slot and provides SCSI interface for another 6 SCSI



devices ! Includes PSU, manual, Audio CD Utility, **CD32 Emulation** & Photo CD Software
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This Month In View

The man in the big chair, **Nick Veitch**, is your host for another world-beating edition of the best Amiga magazine.

AMIGA FORMAT 74 AUGUST 1995

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PUBLISHER/JOINT MD Greg Ingham
CIRCULATION MANAGER Jon Bickley
CIRCULATION ASSISTANT Kate Elston

CONTRIBUTORS
Tim Smith, Darren Irvine, Dale Bradford, Jason Holborn, Simon Goodwin, Chris Longley, John Kennedy, Roger Denby, Damien Noonan.

ADVERTISING
ADVERTISING MANAGER Tony Hickman
thickman@futurenet.co.uk
SENIOR SALES EXECUTIVE Diane Clarke

PHOTOGRAPHY Ashton James

PRODUCTION
GROUP PRODUCTION MANAGER Judith Green
PRODUCTION CO-ORDINATOR Charlotte Brock
PROD CONTROLLER Claire Thomas
PRINT SERVICES MANAGER Mark Constance
AD DESIGN Lisa Withey
ADMIN ASSISTANT Cathy Rowland
COLOUR SCANNING & IMAGESETTING
Jon Moore, Chris Stocker, Jason Titley, Mark Gover, Simon Windsor, Oliver Gibbs
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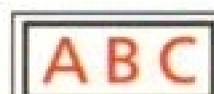
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There is much to be happy about this month, in an issue where we can bring you a clearer idea of Escom's future plans, a review of the rather astounding *Colonization* (which once upon a time was not scheduled for release on the Amiga) and an in-depth look at rendering software with even more features than *Lightwave*, the irrepressible *Real 3D*, which generated the fine image you see here.

On top of all that, you must have noticed our rather tremendous Coverdisks. In addition to a collection of PD utilities for various shades of Amiga, there is the rather useful *Transition*, which can translate images quickly and easily between file formats without a huge memory overhead.

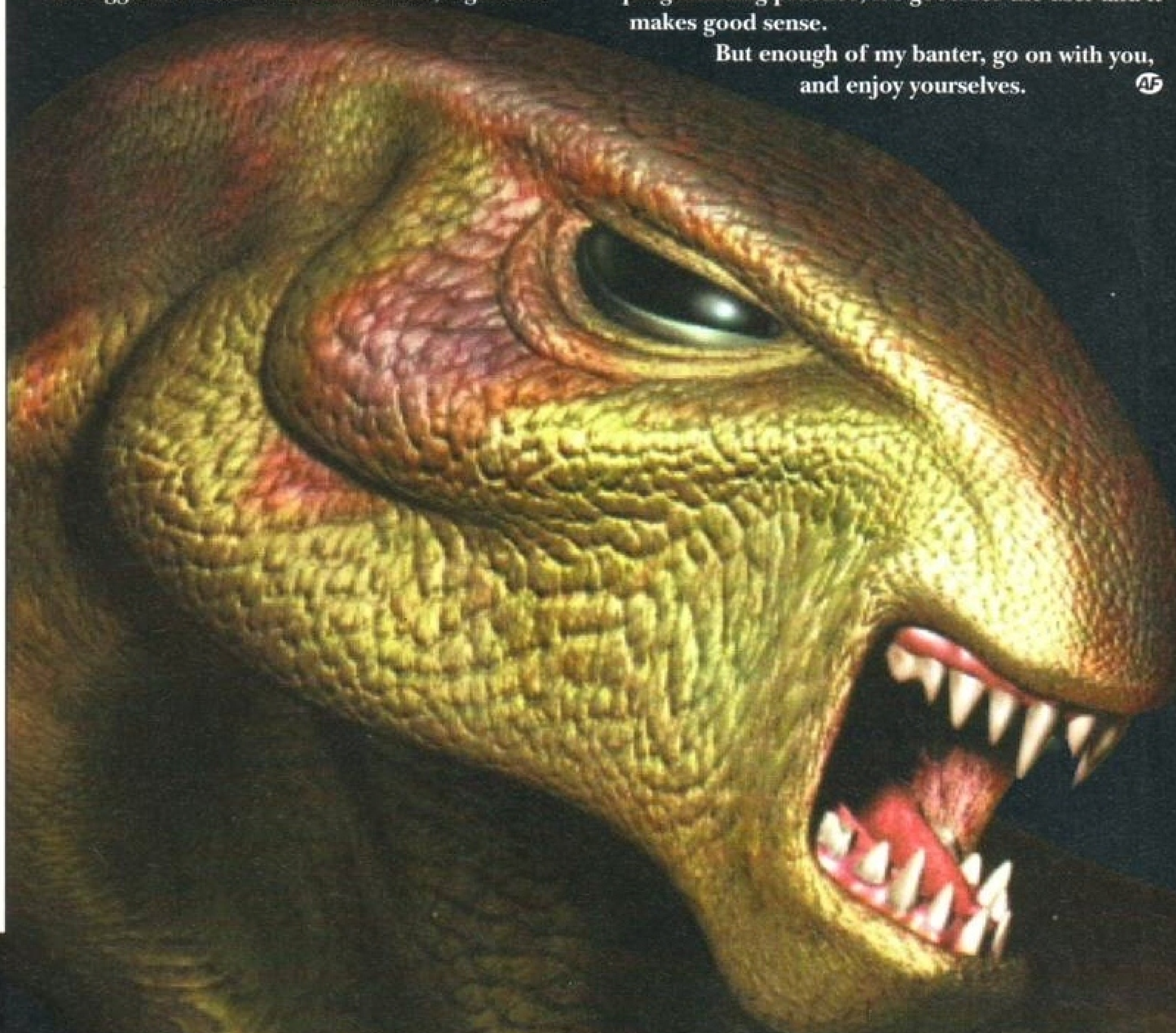
The games disk is even better, with a full season of *Player Manager 2* for you to enjoy – far better than just a buggy game that will only work with AGA machines. We have also filled our disks, unlike our rivals. Quality and quantity are what makes *Amiga Format* stand head and shoulders above the rest.

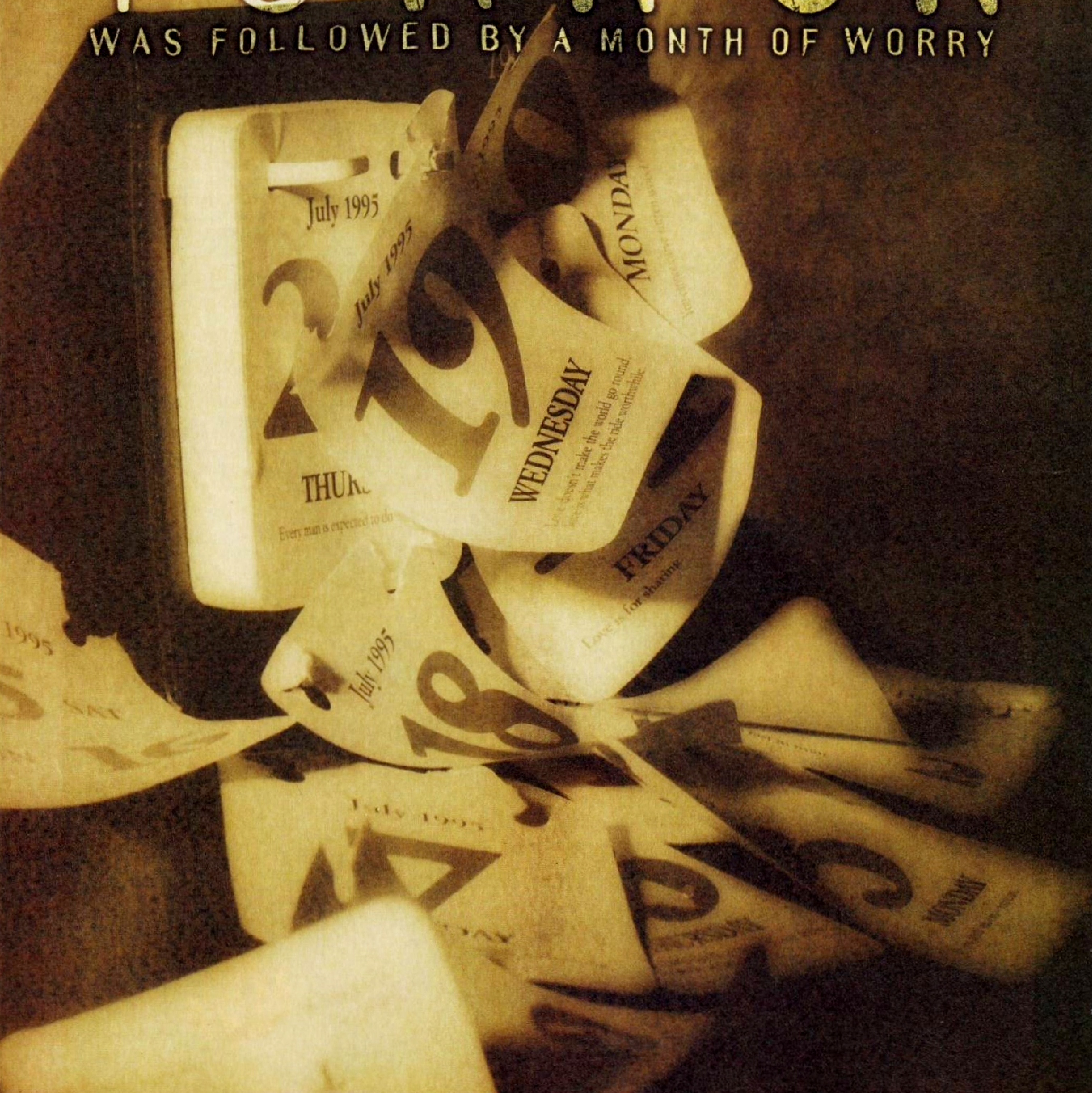
Historically, this is a quiet time on the games front, and one would expect that this year, more than ever, there wouldn't be very many new releases. But as you have no doubt seen, there are some pretty big games in this issue, not the least of which are *Player Manager 2* and *Sensible Golf*. But the biggest of them all is *Colonization*, a game so terrific that I had to wrest it from Mr. Bradley's sweaty paws and review it myself. It is an important and timely release – not just because there was some initial doubt about whether it would make it to the Amiga at all.

An equally important point is that it will run on just about any Amiga ever made. It works in 1Mb if that's all you've got, but those with more will benefit from background music and sound effects; it will work on a 1.3 machine on a low resolution 32-colour screen, but it will also work on an A1200 with a nice 64-colour backdrop; it will work on a 68000, but it will also work on a 68040. It even worked on an A3000 under WB3.1 with an EGS card driving an SVGA display.

As shelf space for the Amiga titles has been getting tighter, software publishers have found it difficult to stock games which won't work on some configurations of the Amiga. To get WH Smith to stock your A1200-only game, you'll have to make a fairly solid case. But well programmed games could be produced, in many cases, for all types of Amigas. The concept is called auto-enhancing, and it means that the software uses features appropriate to the machine it finds itself running on. Games like *Colonization* lend themselves to this more than others, but everyone should strive, where possible, to follow suit. It's good programming practice, it's good for the user and it makes good sense.

But enough of my banter, go on with you, and enjoy yourselves.




July 1995
THUR
Every man is expected to do
July 1995
MONDAY
WEDNESDAY
FRIDAY
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July 1995

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Whatever Happened To?


Jeff Rank – performance upgrade is a logical step.

The future of the A1200 is still uncertain. Amiga Technologies' first priority is the building of 100,000 basic A1200s for worldwide distribution, but no price has been set for the new machines and worryingly, the specification for the new product hasn't been confirmed.

At the press conference in Frankfurt on 30th May, technical consultant Jeff Rank stated that Amiga Technologies "believe that a performance upgrade to the A1200, by moving from an EC020 to an EC030 processor as well as built in support for fast RAM capability, is a logical step". Later, Amiga Technologies merely stated that new A1200's would be "at least as good as they were before."

Production dates for a new, redesigned, respecified CD32 have been put back until at least the beginning of 1996. The new top-end A4000Ts are being given priority, with 20,000 units apparently already pre-sold, before they have even been made, to eager retailers.

The much-talked-of A1300 (a superior A1200 with built-in CD-ROM drive) was given short shrift and even sparser details were released on it.

Escom also let it be known that the takeover of Commodore's inventory in Germany and the UK was completed and that it consisted mainly of spare parts. The rumour that's been circulating for many months now about stocks of new Amigas ready to be sold has been quashed. "They do not exist."

Negotiations for inventory in the Phillipines are currently being completed with the local trustees.

Triple A is Four X'ed

According to Gilles Bourdin, Head of Marketing and Public Relations at Amiga Technologies, the RISC-based AAA chip set will never see the light of day.

Instead, Amiga Technologies will concentrate on developing a platform-independent operating system that will rely on retargettable graphics and not on any particular custom chip sets.

This was the one area of discussion that Amiga Technologies were most reticent to expand on. Just what it may mean for future Amiga technology remains to be seen.

AMIGA FORMAT news

Amiga

The first phase of the rebirth of the Amiga computer took place on May 30 at the Park Hotel in Wiesenhuttenplatz, Frankfurt. With some sixty members of the European press, distributors, hardware manufacturers and software publishers in attendance, Escom AG's chairman Manfred Schmitt and no fewer than 10 representatives of Escom and its partners revealed their plans for the Amiga technology and the Commodore name.


Escom's top brass, committed to a strategy completely different from Commodore's of old.

The Amiga and its ill-fated parent are at last separated. The freshly redesigned Amiga logo will grace Escom's Motorola-based machines while – surprisingly – the Commodore name appears on Escom's P75 and P100 Pentium multimedia PCs. The name and 'chickenhead' logo are still known and recognised by over 90% of European PC users. Escom also unveiled the new company Amiga Technologies GmbH, which has been formed to handle the fate of the Amiga and its dependents.


Manfred Schmitt – revealed ambitious plans for Amiga.

New machines including an '030 version of the A1200 and a '060-based A4000 are planned for early 1996, but Escom's prime motivation is to get Amigas back in shop windows.

Production of the high-end A4000T begins in September this year, and Amiga Technologies aim to ship 20-25,000 A4000T units in '95 – most of which it claims have already been pre-sold into retail. By October, the A1200 should be back in production with the CD32 following in time for the Christmas season.

All new Amiga computers will sport AmigaDOS 3.1 and the later, re-styled cases – something the A1200 and CD32 were both long overdue for. There was little mention of the fate of the AAA chip

Separated at Rebirth

To separate the brand name of Commodore from the identity of the Amiga, a new company has been formed and named Amiga Technologies GmbH. The name, Amiga, forms a trademark in its own right.

Based in Frankfurt, Amiga Technologies have said their first priority is "to resume production of Amiga computers and bring them on to the market as soon as possible." When asked how soon this would be, Petro Tyschtschenko, General Manager of Amiga Technologies, answered "For us, this means September 1995."

Confusingly, parent company Escom and its recently created sibling Amiga Technologies have sent out contradictory signals about the means of distribution and retailing. Amiga Technologies seems to be under the impression that no Amigas heading for Britain would be sold through Escom stores in the UK, stating that the stores were "Very nice for selling PCs but not so good for selling Amigas." Questioned on the reason behind this decision, Amiga Technologies added that to do justice to the Amiga technology, expensive staff training would be required. Escom, who are currently spending £6 million on advertising and promotion, have stated that this is "not correct", suggesting that their UK based shops will indeed be used to sell Amigas in addition to the "usual channels" by which we understand they mean independent and multiple retailers.

With the requisite distribution channels in place, Escom have promised that present and prospective Amiga owners can expect competitive prices, sales and marketing support, and service.

In terms of pricing, the Amiga will benefit from the purchasing power of the group. Escom is a major player in the worldwide computing market, and economies of scale should result in lower prices than Commodore could ever afford.

The promise of sales and marketing support is more relevant in substance to the targeted retailers, but will benefit users due to accurate and up-to-date information on pricing and availability of peripherals and upgrades. "No longer will customers feel as if they've been left in the dark."

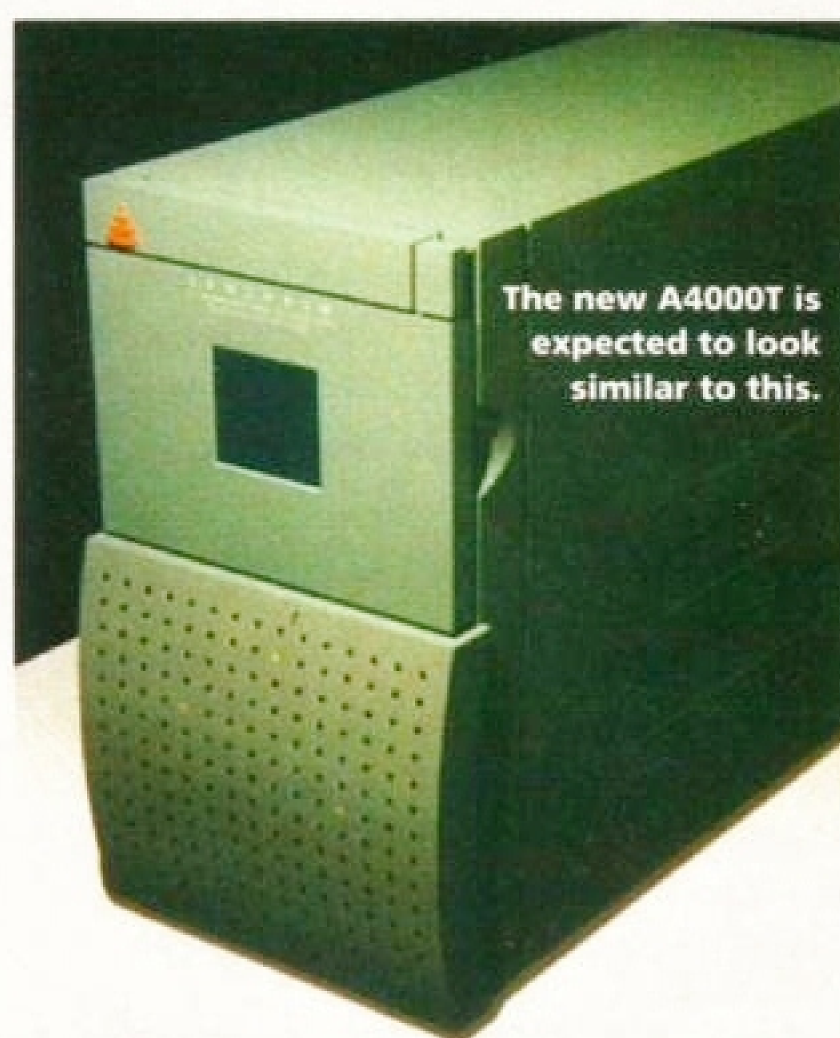
The importance of after sales service was stressed as part of Escom's philosophy to make things as easy as possible for their customers to achieve the best possible deal.

reborn

set, although Amiga Technologies is well aware that the next real direction for the Amiga is into RISC territory.

Both the PowerPC and HP PA RISC systems are currently under scrutiny, but the company is wary of guiding the Amiga too far into the mainstream. There is a strong desire to maintain the individuality and exclusivity of the Amiga brand, while making the system available for existing applications which currently run on RISC PCs and Macintosh computers.

Plans are also in place to begin to licence Amiga technology for inclusion in third party hardware, a process known as 'imbedded technology' licensing. The first such deal has already been struck with the Tianjin Family-Used Multimedia Co. of China, who will be building their own low-end Amigas and also reviving the C64 as a cost-effective, low-end home machine.


The new A4000T is expected to look similar to this.

But the acquisition of the Amiga name, patents and technologies signals more than just another revenue stream for the burgeoning Escom. The keyword at the press conference was 'multimedia'. Escom now envisions itself as a major player in the multimedia market, forming close alliances with Scala and US company VisCom with a view to interactive TV, set-top boxes and home shopping.

Indeed, the first visible signs of this new direction will be the inclusion of the *Scala MM300* multimedia package with every new Amiga (apparently A1200 owners without the necessary hard drive or RAM will be offered cheap upgrades). Similarly, the CD^{32} is being touted as a cheap route into interactive TV, and an Amiga-based set-top box may be unveiled at the Berlin TV Show in August.

However, what is clear is that whatever Escom's plans, they do not include the remnants of Commodore UK. Pleasance and Proudfoot are, apparently, 'out of the picture' and apart from key personnel, no mention was made of Commodore UK's Maidenhead HQ.

Showcase Time


New A1200 and tech specs to be revealed at IFA, Berlin.

Expect the picture of Amiga Technologies' overall strategy to become clearer at the Internationale Funk Ausstellung, a show held in Berlin between the 26th August and 3rd September 1995.

It's a show specifically geared toward multimedia hardware and software. The much-vaunted Viscorp set-top box will be revealed, as well as the new Amiga 1200 and, more mysteriously, "lots of other stuff."

Just what the "other stuff" consists of wasn't even hinted at, so we'll have to politely ask you to watch this space. The IFA expects to attract around 450,000 visitors, more than half of whom will be executive managers looking for business meetings and market news.

The official presentation of Amiga Technologies takes place in the Cologne Fair between 10-12th November.

Imbedded Technology Could be Key



Scala's Infochannel could revolutionise television as we know it.

Escom believe the Amiga presents "uniquely attractive and cost-effective solutions to enterprises attempting to meet the specifications of the telecommunications and cable industries." They want to attract as many companies as possible to take out licences with them so that they can get the broadest spectrum of imbedded technology licensees.

One licensee with whom all *AF* readers should be familiar is Scala. Famous for its multimedia packages, Scala represents a major force in the burgeoning cable and satellite television sphere. Founder of Scala, Jon Bohmer, reinforced the company's commitment to the Amiga: "No other solution can match the price performance of the Amiga and Scala combination."

Scala aims to establish and implement "ready to use solutions with every machine." A copy of *Scala MM300* will be bundled with every new Amiga sold in the high street.

Considering Scala's desire to secure ScalaScript as "the standard multimedia language of the future" and the fact that their team of software engineers includes most of the people who originally developed the Amiga operating system for Commodore, the future of TV and video production could well be with Amiga-related technology. This is a lucrative and highly profitable operating area, and the trickle-down effect should also prompt a revolution in the consumer sector of the market.

Ominously, Escom have stated that they will pursue present users of Amiga technology covered by the portfolio of patents, copyrights and trademarks now owned by Escom. This area of the licensing agreement could be unpleasant, because many makers of Amiga products will lack any formal recognition of their use of the technology. At the time of going to press, Escom couldn't supply more information on this aspect of their future operations.

While the news on licensees is understandably sparse at this point in time, Escom clearly see 'imbedded technology' as the key to exploiting the Amiga's untapped potential. Amiga technology could turn up inside electrical equipment as diverse as video recorders, television sets, PCs, hi-fi and satellite decoders.

The least prominent licensing area, but one that could put several manufacturers' noses out of joint, is their promise to "review a wide variety of products and components." NewTek's Video Toaster, for example, could be a target due to the company's practice of rebadging high-end Amigas and selling them on as a complete unit.


Enforced licences could be painful and unpleasant.

It's also known that Commodore holds many of the patents on CD interactive technology. Atari Corp found a similar licence pursuit, which eventually proved Atari had invented sprites and netted $90 million, to be most lucrative.

News continues overleaf ➡

The Smith Column

Arghhhhh – pirates! (And I'm not talking about Bristol Rovers.) Pirates and software! Look, I've been reasonable about this in the past. I've mentioned that games are often too pricey, which they are. I've said there's too much dross out there, which there is. I've even defended the right of information to be free. But when I sit in a pub, surrounded by bleating sprogs, blared at by inane TV rubbish and served beer with more bubbles in it than a Californian's brain, and I have to hear two businessmen on the other table talking about how many pirated games they've got, well. My first reaction is to take them outside, dowse them in petrol and torch them until their Burton's suit gussets ride up in the heat and castrate them.

Youngsters learning their way in the world can be expected to copy the occasional version of *Nonce Invaders III — the Burping*. My assumption is that after a while they'll meet a few of the programmers or at least read interviews with them in this august organ, and it might dawn on them that piracy is not the way. Simply not buying pricey games is one way of complaining, for example, kids. Then there's the chance that these misguided ankle-biters could become programmers themselves and realise that months of hard work, imagination and contractual squabbles are maybe worth paying for.

I overhear two businessmen boasting about how many pirated games they have… my first reaction is to take them outside, douse them in petrol and torch them.

But when it comes to besuited business types, smoking Dunhills, driving Mondeos and complaining that law and order is too soft on street beggars – well, even the most liberal-minded of us surely see red, extract the common-sense syringe and stab it in the offenders' jugulars.

So, for once and for all, here's what games piracy does:
- Makes programmers give up and go and work for Microsoft.
- Gives pirates more cash to go and spend in the bookies.
- Gives greedy software houses the excuse to keep games prices inflated.
- Gives pirates more money to spend on shell suits.
- Ensures that bad programmers will stay in the industry because the software houses are forced to pay peanuts because "Pirates are cutting our margins, dood", reducing the quality of games.
- Gives ankle-biters the chance to look hip in front of their friends until the pirated disk spreads a virus around the school/office and all their friends take them outside and slice them into gerbil food.

And that's about it for this week, except to say that the Amiga/Escom axis has caused more good vibes in computer journalist land than anything for a very long time. It bodes well. Finally, please raise a glass to *The One Amiga*.

Contact Tim Smith on gashead@cix.compulink.co.uk and timbo@gashead.demon.co.uk

Grandslam back Amiga

Grandslam promise a heap of new Amiga games to follow ***Bump 'n' Burn*** (left) including a clone of ***Wolfenstein*** (above).

Chris Warrender, Sales and Marketing Manager of Grandslam Interactive, has confirmed the company's commitment to the Amiga games market with the announcement that they will be continuing development of *The Seventh Sword of Mendor* with the intention of an Autumn release.

After completion of the *Mendor* project, work will step up on the sequel to *Reunion* – the current working title is *Phoenix – Reunion 2.* Chris claims that there is a buzz in the Grandslam office and "with the news that the CD32 is to be redesigned, Grandslam can continue to plan strategy and development to include Amiga and CD32".

Further proclamations include the signing of a number of licensing agreements with third parties from countries as far afield as Australia, North America, Japan and Portugal. Also on the cards is a series of back-catalogue titles to be included in CD-ROM multi-packs for world wide distribution.

We'll update this information with more specific reference to the titles and licensees as and when we obtain it.

Goodbye...

Amiga games magazine *The One* is no more. Published by Emap and edited by ex-games editor of *Amiga Format,* Andy Nuttall, the title will cease publication from the August issue.

Emap say the title is 'suspended' rather than closed outright due to a lack of advertising revenue and new releases. The increase in the price of paper was also cited as a reason for the closure.

The One, not quite famous for its imaginative coverlines (such as, from the recent June issue, "100 pages of Pant-tastic entertainment") was a worthy competitor and its presence will almost be missed.

All is not doom and gloom, though. Andy is off to pastures new with Bullfrog to earn loads more money, and the magazine may still be brought back depending on market conditions. Maybe.

Cornucopia of Doom

SadeNESS PD are offering *Amiga Format* readers a cut-price collection of Amiga PD *Doom* clones.

Spread over ten disks, the pack includes *Fears 2* (playable demo), *Dogenstein, Trick or Treat,* the original version of *Fears, Dentects* and several undefined 'others'.

Also included are two free SadeNESS catalogue disks. The complete pack costs £7.

For more information, telephone 01263 722169.

Fears **is one of many *Doom* imitators in a bargain pack.**

New TV channel in Amiga mayhem

Amiga users could be the cause of an almighty mess which threatens the new terrestrial TV broadcast station, Channel 5.

Owing to a phenomenon known as "reverse interference", the airwaves could be filled with rogue broadcasts of Amiga screen displays, spoiling viewers' reception of the new TV channel.

Since C5 is scheduled to transmit on channel 37, broadcasters are already well aware of the problem of having to retune domestic video equipment to other frequencies. This exercise alone is expected to cost at least £100 million.

Applicants for the Channel 5 licence have been told by the Independent Television Commission that the franchise-winner must pay for this retuning exercise or it won't get the right to broadcast. But no-one seems to have foreseen the potential chaos that reverse interference may cause.

Reverse interference is likely to be caused by video game and home computer systems such as the Amiga. Many owners use their domestic television set as the display for their system, and to avoid constant plugging and unplugging of the aerial leads from the back of the television, a splitter is commonly used.

Splitters pass signals in both directions – so not only does the signal from the computer system pass into the television set, it also travels up to the outdoor aerial and actually transmits from there.





When new TV station Channel 5 starts broadcasting, anyone who tunes in could find themselves picking up an Amiga signal.

The effect of this has been more or less inconsequential in the past, due to the different frequencies used for broadcast, but Channel 5's channel 37 frequency allocation means that rooftop aerials will now start receiving these 'rogue' computer signals. Tests conducted independently have shown that these transmissions can carry for hundreds of metres.

Affected viewers will have no choice but to locate the guilty transmitter and request the culprit to disconnect their splitter, a hapless task at best.

The favourites to win the Channel 5 licence, UKTV Developments, have already promised that they will attempt to cure the problem if it arises, but they have not said how they will do so. Expect it to cost someone a lot of money.



Imagine tuning in for the soap opera, only to see your neighbour's game of *Streetfighter*.

niblets

GOLDEN MOUSE

The Mega Mouse Plus from Golden Image boasts 400 dpi resolution, eight feet of cable and a third "active" button for users of the following packages to make use of extra features; *Directory Opus*, *CanDo*, *WordPerfect*, *TV Paint*, *Desktop Darkroom* and *MMB* or *MMN Pro*.

It costs £15.95. Get Golden on 0181 900 9291.

Z88 AMIGA LINK

Want to link a Z88 to an Amiga? You now can, for only £25. Sector Software's link has software and a cable to send ASCII 0-255 data to the Amiga and back. It's packaged in a video style case: for more information contact Sector Software on 01772 454328.

...goodbye, hello!

In a shock move, production editor Richard Jones has kicked off from the *Amiga Format* office to join Future's newest launch, *Total Football*.

Despite the handicap of supporting Bristol Rovers, Jonah excelled as the man who put all the words straight on *Amiga Format*. Much like program sellers and pie ladies in the footballing world, production editors are the unsung heroes of a magazine. Rich was one of the best pie ladies ever seen and we would like to wish him well in his new job. He will be badly miffed (surely that should be 'sadly missed' – Ed).



We would like to welcome new prod ed Anna Grenstam, of Swedish origin, who joins us from our sister magazine *Amiga Shopper*. A fervent concert attender and football supporter, Anna suggested that England didn't deserve a draw in the recent Umbro Cup tournament and that Sweden made them look like the crap bunch of duffers they really are. Or words to that effect. We found no reason to disagree.

More Amiga news overleaf ➡

The Bradford Column



Amid all the hype, hope and euphoria of the Escom takeover, a lot of well-respected commentators seem to be ignoring one teeny-weeny detail: the world has moved on somewhat since the Commodore crash, and it's not going to be easy for the Amiga to re-establish itself.

Looking back a mere twelve months, the Amiga's contemporaries and competitors were the Nintendo SNES, Sega MegaDrive/MegaCD, the PC-compatible and the Atari Falcon. All have since fallen by the wayside, with the sole exception of the PC, and some machines have actually come and gone in the intervening period. Anyone want to buy a Multi-Mega? 32X for sale, no reasonable offer refused.

When it returns and finds itself among the class of '95, the Amiga will have to compete with the likes of the Sony PlayStation, Sega Saturn, Atari Jaguar and 3DO, as well as the good old PC in its most dangerous incarnation, the CD-ROM multimedia system. This is a far more formidable line-up than just a year ago. Or is it?

What have all these fancy machines got in common? They're all useless. Unless, of course, you really want to play endless driving and fighting games, or (in the PC's case) participate in 'interactive movies' and bring home a nice, entertaining spreadsheetdatabaseprocessor to tinker with on the weekend.

The games industry is crying out for fresh ideas from a new generation of games-designing talent...

The Amiga is still the only machine you can actually create something yourself with (and yes, I have heard of *Klik & Play*) armed with nothing more than a copy of *Blitz Basic* or even *AMOS*. And it is this which gives the Amiga its USP.

I would dearly like to believe that Escom are, as we speak, involved in negotiations to include either package with their next bundle and are storyboarding lavish advertisements extolling the virtues of the 'Amiga Creator' pack. Because this industry is crying out for new ideas from a fresh generation of games-designing talent, and they're not going to come from the owners of any other machine.

This might sound like a last-ditch attempt to find the Amiga a market niche. But it's important to remember why the Amiga was always so strong: it was because as well as playing the latest and best games, the Amiga owner could do things and make things. The Amiga remains a superb, cheap way of creating graphics or making music, and it still out-performs computers like the PC and Mac in fields like graphics and music – yes, even sophisticated stuff like 3D and video – in terms of performance for price. With the Amiga, you can afford to have 3D graphics as a hobby.

More importantly, though, the games market will certainly be starved of talent without new programmers coming through and learning their trade on the Amiga. If a certain Dave Jones hadn't taken a 1Mb A500 and programmed himself a shoot-em-up called *Menace*, we wouldn't today have *Lemmings*. Think about it.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in The Bradford Column are only occasionally those of *Amiga Format*.





You can explore the tiniest details of human biology, right down to the workings of individual cells, in an exciting new interactive exhibition currently showing at London's Natural History Museum.

Interact with

The Natural History Museum is playing host to an exciting interactive art exhibition until Wednesday 28th August.

Hailed as a 'ground breaking' interactive video and computer installation on the theme of evolution, and supported by AT&T, the event offers an imaginative combination of science and art.

The most innovative element is a specially developed 'intelligent' camera which selects individual visitors, tracks their movements around the gallery and enables them to precipitate changes in their immediate visual environment; a major development on the more usual touch-screen and button-pushing displays.

Aside from intelligent cameras, visitors will be able to take in real-time microscope shots of living ecosystems as well as time-lapse and morphing sequences. Amiga graphic artists should find plenty to stimulate them here.

There will also be video, photographic and computer-generated material illustrating current and historical thinking on genetics and biological evolution – from Darwinian theories of natural

Nick **Sworded**



Stunned *AF* staff witnessed scenes of joy today (12/6/95) as a dream came true for editor Nick Veitch. Nick's blatant begging in print for someone, somewhere to send a copy of *Sword of Aragon* as soon as humanly possible was rewarded when Angelo Masuccio of Cambs responded by mailing *Sword of Aragon* to *Amiga Format* as soon as humanly possible.

The delighted Nick jumped up and down and said, "Yes, yes, yes, I've got it, I don't believe it but I've got it." Unaware of the derision he was cultivating, he showed the rest of the office the contents of the box – "Look, it's got the disk and the map and the rules and everything." Our profound thanks to Angelo. He wins a fabulously fantastic *AF* sweatshirt and unspecified 'special' present from Nick.

INTELLIGENT AMIGAS

The University of Salford's Information Technology Institute has developed a tool for building knowledge-based systems on the Amiga.

Known as *KB Tools*, it allows knowledge engineers to construct large inference nets representing expert knowledge, and run them as question and answer sessions. It also has a facility for generating complex reports and other documents.

Hailed as a low cognitive effort knowledge visualisation tool, with the 'low cognitive effort' area being one of the prime factors in the design, the system runs on any Amiga with Workbench 2.0 or better and 2Mb Chip Ram minimum.

Developed on Amiga 4000/040's and written in C, it will feature (along with an explanation of what all of the above actually means) in a future issue of *Amiga Format*.



nature

selection to the latest developments in the rapidly expanding field of artificial life.

Although no Amigas have been used for the exhibition, the techniques should still be of interest to aspiring multimedia and graphic artists alike.

Admission is £5.50 adults, £2.80 children, £3.00 concessions, and a Family Ticket costs £15 (two adults, four children), with children under 5 admitted free. The exhibition runs to 28th August and the Natural History Museum opens its doors Monday-Saturday 10.30am – 5.50pm, Sunday 11.00am – 5.50pm.

The floppy revolution

A consortium of manufacturers are convinced they've found the way to boost the flagging popularity of the floppy disk.

Matsushita-Kotobuki, 3M and Compaq have pooled resources to develop an amazing leap forward in floppy disk technology and have now revealed their plans to market and sell 120Mb floppy disks and compatible disk drives.

Offering an increase in storage to over 135 times the amount offered by a standard Amiga disk, the storage-happy floppy could rapidly revolutionise the computing practice of the average Amiga user and help secure the Amiga's future.

An aggressive marketing and pricing strategy is being adopted by all three



companies and they intend to make purchase of said equipment "Very attractive and extremely cost-effective for all users."

The CD-ROM you can **save data** to

Panasonic's new PD System Optical drive is being aimed squarely at Amiga multimedia, *Lightwave* and CD-ROM developers as an inexpensive solution for mass storage.

The drive is a hybrid of a quad-speed CD-ROM and an optical read/write system. CD-ROMs can be read at speeds up to 600k per second, but alternatively, a read/write cartridge offering storage of up to 650Mb can be used. Cartridges cost just under £50.

Offering phenomenal amounts of storage for its £570 price, this drive could soon find its way into multitudes of Amiga-based graphic studios.

For more information, contact Panasonic on 0181 909 2092.

Help the government with **identity cards**

On 24th May 1995 the Government published its Green Paper on ID cards. Sophisticated, computer-literate *AF* readers will be more aware than most of the potential benefits and dangers that lie in machine-readable identity cards, and Data Protection Registrar Elizabeth France welcomes your input in the debate that follows the Green Paper. The basic questions are: what is the purpose of the identity card, and what should it be used for? "It is the answer to this that will determine how much information is needed, how it should be kept accurate and how it should be safeguarded."

If you want your say, there is a free information pack with a response form that lets recipients send their comments. To get hold of a pack, send a large (9" by 13") self addressed envelope, with a 29p stamp to: The Data Protection Registrar, IDENTITY CARDS, Wycliffe, Water Lane, Wilmslow, Cheshire SK9 5AF.

MOUSE BACK!

Changes in 'market conditions' have brought about the re-release of two interesting items from Golden Image. Back come the Mega Mouse 400, a previous *AF* Gold winner, now £2 off at £12.95, and the Auto Mouse/Joystick Switch, designed to save gamesplayers the drudgery of constant plugging and unplugging of a joystick from the mouse port, and costing £12.95. For details telephone 0181 900 9291.

Top software sales

According to industry trade magazine CTW, *Ultimate Soccer Manager* on the Amiga has been among the top sellers of all software games titles in the UK market this month.

Another top performer in the All Formats league is *Premier Manager 3*. Roll on the new Amigas, we say.



If you manage your own footie team, you're helping keep the Amiga on top. Smashing!

more news overleaf ➡

niblets

CHEAP AND USEFUL

Videoworld have reduced the price of their highly acclaimed Nexus Pro Reference Library CD-ROM.

The disc is a large collection of backgrounds, fonts and samples and has been reduced from the £49.99 to a more affordable £19.99.

Information surfers should point their telephone at 0141 641 1142.

SHOW ON FOR TAMWORTH

A multi-format computer show is to be held at the Tamworth Assembly Rooms in Tamworth.

Pre-show tickets are available for £1. Entrance will cost £1.50 on the day with all ticket sales profits being donated to cancer research.

Advance tickets can be bought before August 1st at Ticket Allocation, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

COMPUTER MUSIC IN CARDIFF

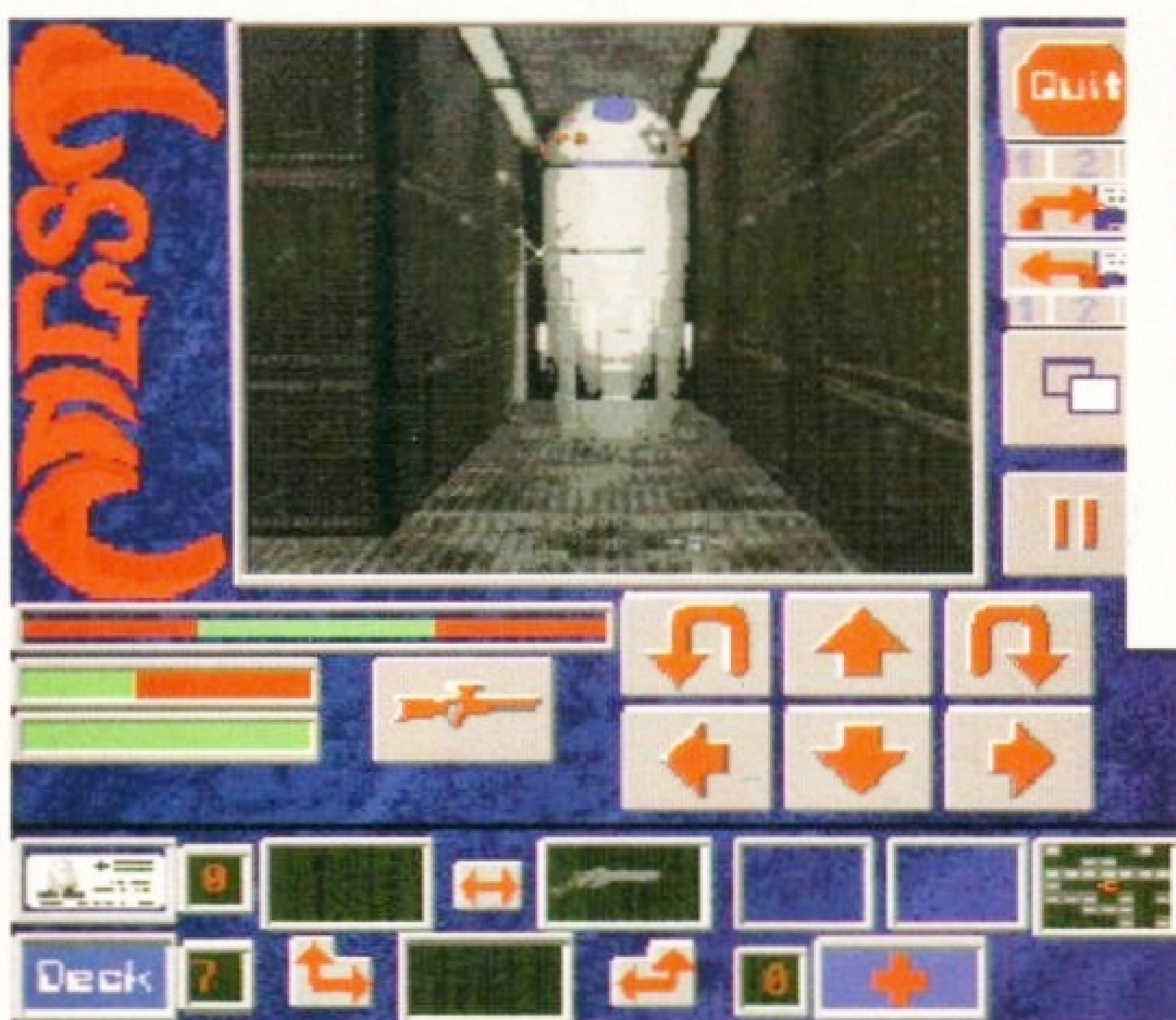
Aspiring Cardiff area musos – beginners too – should contact Midi Master, a new computer-oriented recording studio.

Aiming to attain currently unavailable NVQ training standards, Midi Master use Amigas and Ataris running *Music-X* (Coverdisk musicians take note) and *Cubase* software.

Founder Matt Jenkins enthused "The reason I've chosen computers is you don't have to be musically talented to get involved, you just need the ideas and a love of music."

Play your phone keyboard to the tune of 01222 254463 to find out more.

Some ATTITUDE





Could we properly review *Angst* without going past level three? Of course not, but as shown here, we could skip a bug in the game by loading saved levels.

This month witnessed the implied charges of reviewing inaccuracy and reviewing untrustworthiness being levelled at *Amiga Format* by sister magazine *Amiga Power.*

Power 51 carried a story entitled 'Scared of Girls' claiming that due to a bug in Dungeon Master in space game *Angst,* "a monster on level three won't die, efficiently impeding your egress from that deck of the spaceship."

Based on this information, the story 'invited' *AF* readers to ask how any magazine review written before the date of *AP51* "could accurately tell you about the game after seeing but two and a half of its seventeen levels."

Though it's hardly worth the bother, *AF* would like to answer the charge for your peace of mind. Canadian programmers Rave left us with three saved games giving access to the later levels and decks of the ship, allowing us to fairly and accurately review the game.

AF would remind *Amiga Power* that checking and substantiation of facts is a basic principle of journalism. Reckless reporting is irresponsible and inexcusable. Plus, you tend to end up looking a bit stupid. We invite readers of *Amiga Power,* who frequently state within their pages "we are always right", to ponder the legitimacy of this claim.

JURASSIC PRICE REDUCTION

Optonica have more than halved the price of their *Dinosaurs* CD^{32}-compatible Amiga CD-ROM. Originally £39.99, *Dinosaurs* is now £19.95 inc of vat and p&p. Call 01455 558282.

No Skidmarks link for Sega MegaDrive

In a move guaranteed to disappoint thousands of joint Amiga and Sega MegaDrive owners, Codemasters have axed all speculation on the existence of *Super Skidmarks* link technology to connect the two machines for multi-player fun.

Despite development director Richard Darling's assertion that linking the Amiga to the Megadrive was an "excellent idea", and Codemaster's reluctance to confirm or deny any of its future development plans, *AF* can categorically confirm that the cross-machine link will not happen.

Further disappointment occurred with the announcement that the Amiga version of *Micro Machines 2* is currently "on hold." When questioned, Codemasters marketing director, Richard Eddy, said, "We are watching the market very closely."



Skidmarks – no head-to-head play against Sega MegaDrive owners, sadly.

It's an Upgrade and Under

Owners of Audiogenic's original *World Class Rugby* can now upgrade to World Class Rugby 95 (Format 73, 64%).

Priced at £9.99 plus £1.25 p&p, the upgrade features the teams that made it to the 1995 World Cup Finals and the ability to enter customised team names.

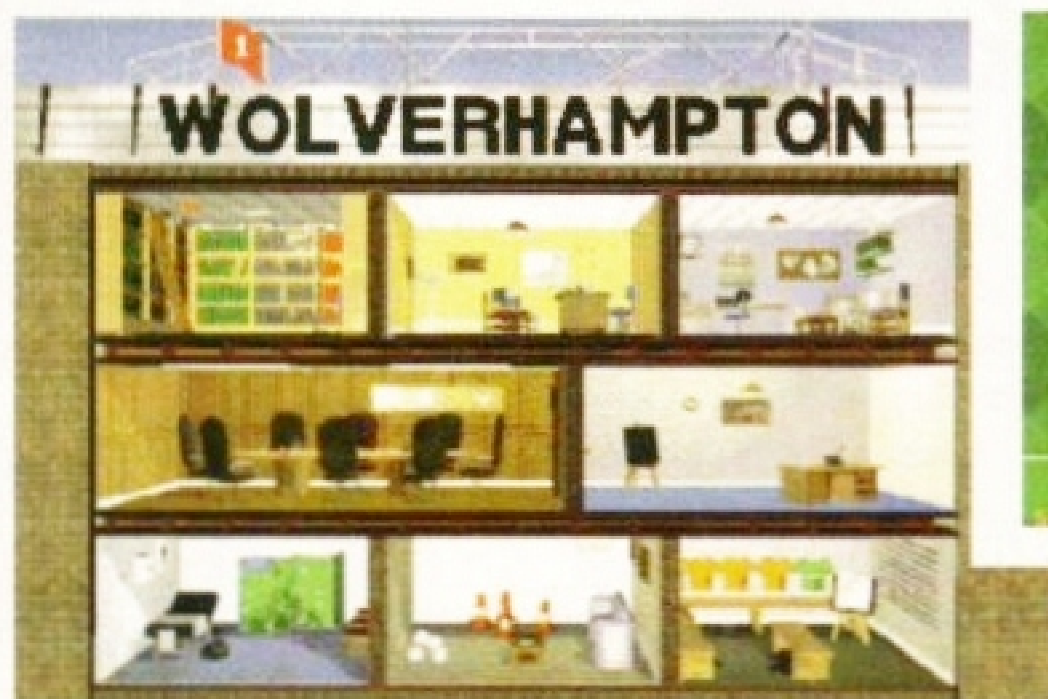
Proof of purchase of the original is needed either by sending the bar code or quoting the 13-digit bar code number.

Send your cheque to; Audiogenic Software Limited, Rugby 95 Offer, Unit 27, Christchurch Industrial Centre, Wealdstone, Harrow HA3 8NT.



Update to the 1995 edition of *World Class Rugby* for only £12.24.

Virgin Chooses Amiga To Lead The Way



Player Manager 2 on the Amiga will be the focus of Virgin's efforts, proving that they believe the Amiga's future to be looking good.

Virgin's decision to lead their release schedule with the Amiga version of Anco's anxiously awaited *Player Manager 2* has left the industry and public in no doubt about the new-found confidence in the machine since the buy-out of Commodore by German company Escom.

Expecting a smash, no expense has been spared in the marketing support and promotion of the game. Point-of-sale posters, standees and full-scale advertising in the specialist press and football magazines have all contributed to the hype and general awareness of the release.

Danielle Woodyatt, Public Relations Manager of Virgin Interactive Entertainment, explained the reason why the Amiga was chosen to lead the release schedule: "The Amiga has proven to us that if you have a quality double A product to offer, the installed user base will reward you. Look at the success of *Sensible World of Soccer.*"



Double Dealing from HiSoft!

Exclusive Hot News

Following a lengthy investigation, we have discovered irrefutable evidence that Amiga publisher HiSoft is engaged in double-dealing. Although the company is known for top-selling titles such as Devpac 3, Megalosound and Squirrel SCSI, it now seems that HiSoft is prepared to offer a number of these professional packages bundled together at prices that can only be described as suspicious.

Our reporter gained an exclusive interview with David Link, of HiSoft, who made this outrageous claim: *"We have been supporting the Amiga community for 10 years now with a range of software and hardware packages. As a thankyou to all the loyal supporters of this amazing computer, we decided to make some very special 'birthday' offers to readers of this magazine."*. Double-talk? We'll leave you, the reader, to judge …

Termite

DoubleDeal £39.95 + P&P inc CIX joining fee worth £25!

88% Amiga Computing
95% AUI 88% CU Amiga

Afraid of becoming a hedgehog on the Information Super Highway? Don't worry! Termite is so easy to use that even a first time telecommunicator will feel at home. Yet it has all of the power and flexibility to satisfy the most seasoned modem warrior!

Termite is designed to take full advantage of all of the newest features of Workbench 2™ and beyond. It is 100% Amiga Style Guide compliant and provides you with all of the modern user interface features to really enjoy playing in the highway!



the Termite Button Bar

Aura



12/16 bit PCMCIA Sound Sampler
96% Amiga Shopper
90% AUI

The latest of our highly acclaimed sound samplers for the A600/A1200, Aura offers high performance 12/16 bit quality with direct-to-disk sampling plus a host of software features. Octamed 5.04 up compatible.

Aura is perfect as a stand-alone effects unit or as a complete sampling package.

ProMIDI Interface



The ideal MIDI interface for all Amigas, this smart-looking device comes with MIDI in, MIDI thru and two MIDI out ports and is complete with manual, software and a flying cable for convenient positioning.

DoubleDeal £89.95 + P&P Aura & ProMidi Save £34.95!

GameSmith



Professional game development is made easy with the new GameSmith Development System. Over 3 years in the making, GDS gives you the low level power to create the masterpiece of your dreams in a single, comprehensive, easy to use system.

GameSmith fully supports and is compatible with all Amigas including AGA. A C Compiler or 680x0 Assembler is required. From shoot-'em-ups to graphic adventures, from intergalactic conquest to strategic simulation, the GameSmith Development System is the perfect solution.

90% AUI 92% CU Amiga

Devpac 3 Amiga

The professional's choice for Amiga assembly language development, Devpac 3 is a complete package of 68000-68040 assembler, debugger, editor and linker. Ideal for beginner and expert alike, Devpac 3 is the perfect companion for Gamesmith.

DoubleDeal £129.95 + P&P Devpac 3.14 & Gamesmith. Save £50!

Twist 2

The Amiga Database

DoubleDeal £94.95 + P&P Twist 2 & MaxonMagic Save £34.95!

Twist 2 is the new, friendly, relational database for all Amigas. Twist's range of power features such as its integrated forms designer, its varied & multi-level querying, its N:1 1:N & N:M relations coupled with its un-cluttered, well-designed user interface make it ideal for both the first-time and the seasoned database user.

Maxon Magic



This is the utility that you simply must own! Maxon Magic is a funtastic combination of 20 different animated screen savers, a system event sound manager and many amusing sampled sounds that will not only be incredibly useful but will give you and your friends endless enjoyment as well.

Squirrel Storage Systems



Amiga Format 93% CU Amiga 94% Amiga Shopper 95%

As you can see, the Amiga press has gone nuts over our new Squirrel SCSI interface for the A600/A1200. In case you've missed these reviews, the Squirrel SCSI is a plug-and-play add-on that allows you to connect up to 7 SCSI peripherals to your Amiga. Just think of it, CD-ROM, Hard drive, Scanner, DAT, Optical, SyQuest, Tape Streamer - all on line at the same time! No wonder we named it after that famous storage-hungry animal! To go with Squirrel, we have some great value devices…

Squirrel SCSI Devices

730Mb SCSI Hard Drive Fast (11ms access) Quantum drive - internal	£259 +P&P
Aiwa 2-speed CD-ROM Super-smart with audio controls - exteranl only	£189 +P&P
SquirrelQuad CD-ROM Super-fast quad-speed, packed with features - internal	£199 +P&P

DoubleDeal Buy a Squirrel SCSI interface with any CD or HD drive for only £50! Buy 2 drives, save £25!

Add £60 for external versions (case with integral psu and all SCSI connections) where appropriate. Squirrel SCSI interface costs £69.95 by itself.

All prices include UK VAT

Order Hotline

0500 223660

To order any of the special DoubleDeals shown on this page (or any other HiSoft product, see the list opposite) - just call us, free of charge, on 0500 223660, armed with your credit or debit card; we will normally despatch within 4 working days (£4 P&P) or, for only £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders. All prices include VAT. Export orders: call or fax to confirm pricing and postage costs.

HiSoft SYSTEMS
The Old School, Greenfield
Bedford MK45 5DE UK
Tel: +44 (0) 1525 718181
Fax: +44 (0) 1525 713716



HiSoft products for your Amiga:
Here is a list of HiSoft titles for the Amiga computers (prices shown are the individual RRPs): Squirrel SCSI interface - £69.95, Squirrel Storage Systems - please call, Aura 12/16 bit sampler - £99.95, Megalosound 8 bit sampler - £34.95, ProMidi interface - £24.95, HiSoft Devpac 3.14 - £79.95, HiSoft BASIC 2 - £79.95, HighSpeed Pascal - £99.95, Gamesmith - £99.95, Termite - £39.95, Twist 2 database - £99.95, Maxon Magic - £29.95, Upper Disk Tools - £14.95, VistaLite inc MakePath/TerraForm - £39.95 and much more. Coming soon: DiskMagic (disk tools) and Cinema4D.

No problem!

A problem shared is a problem solved – at least, it is when you talk to the helpful experts at *Amiga Format*

If there is one part of the magazine that generates more mail than anything else it is Workbench. Every month, we pick the most interesting or most common problems and answer them in the magazine.

But no matter how many problems we manage to solve every month, there are hundreds which we simply don't have space for. Hopefully this special feature will go some way towards redressing the balance.

Over the following pages you will find answers to all the commonest queries, as well as many interesting technical facts and step by step, illustrated instructions for difficult procedures.

To make it even easier we've grouped the answers by topic, so you will be able to find particular problems quickly and easily.

Starts overleaf ➡

← AMIGADOS

Q. Why is AmigaDOS so slow?

A. AmigaDOS can certainly seem slow on an Amiga that isn't fitted with a hard drive. This is because many AmigaDOS commands are stored on disk and when executed they must be loaded from disk.

You can speed it up by copying the commands you use a lot to RAM disk, or by making them resident (see the 'Did you know... panel on the right). Amiga floppy disks also appear to work more slowly than disk drives on other computers: this can be improved slightly by using the "Fast File System" and "Directory Caching" options available with Workbench 3 and better.

For hardware reasons, the high density drives present on the Amiga 4000 work at half the speed of HD floppy drives on PCs.

Q. Why do I need to keep replacing the Workbench floppy?

A. When you boot from your Workbench disk, various pointers are set up to show the Amiga where to find vital information stored on the disk – information like fonts, libraries and commands. When you remove the Workbench disk, insert a program disk and load a program, as long as the application is running it needs access to the libraries on the boot disk, so you will frequently be requested to insert the Workbench disk. Once the necessary information has loaded you are usually asked to insert the program disk again.

One solution is to buy an external disk drive so you can keep your Workbench disk and Application disk present at all times. A hard drive is an even better solution. Alternatively, you can try and make room on a copy of your boot disk and copy the Application program on to it. This should cut down swapping.

Q. What is ARexx?

A. ARexx stands for "Amiga Rexx", which is a programming language included as standard with all Amigas fitted with Workbench 2.04 and upwards. Many application programs have what is called an "ARexx port" which means they are capable of reacting to commands made by an ARexx program or 'script'.

DID YOU KNOW...



...that AmigaDOS has several commands built into the Kickstart ROM? You can see which ones are present by entering "resident" at an Shell window.

You can make your own commands temporarily resident (their status is lost when you reboot) by using their name with the "resident" keyword. However, with Workbench 3 all the useful commands are already resident, and the remaining ones need to be forced to become "pure" because they are not one hundred percent reliable at multitasking when made resident. But you usually won't experience problems, so try:

```
resident c:list pure
```

You can check your command has been added by entering "resident" by itself again, and you will also get a list of the number of times each command was executed – which could be useful if you want to remove commands which are not being used.

For example, if an image processing has an ARexx port, you could write an ARexx script to image process an entire batch of pictures automatically. In this role of automating a process, ARexx is described as a 'macro language'.

ARexx can also link two or more separate programs. For example, an image processing program might use ARexx to communicate with the driver software of a graphics card, as well as the software controlling a video digitiser. With one ARexx command, the image processor could grab a frame of video, process it and then display it on the graphics card.

Q. How can I find out more about ARexx?

A. Find someone with an A4000 and borrow the manual that came with their machine. Alternatively, buy the Abacus book "Using ARexx on the Amiga" or "ARexx: Your Amiga's Built-in Turbocharger" from *AF* mail order.



CDs are a useful and welcome addition to any Amiga, but not without their problems – as we know only too well.

CD-ROM

Q. How can I connect a CD-ROM drive to my Amiga?

A. Currently the easiest way is to buy a SCSI interface for your model of Amiga, and then buy a SCSI CD-ROM drive. For example, if you have an A1200 you should get a Squirrel interface. If you have a big box Amiga like an A2000 or A4000 you will have to buy either a dedicated slot-in SCSI card or a processor accelerator which includes a SCSI interface as a bonus. The A3000 has a SCSI interface as standard.

Any CD-ROM drive with a SCSI port can then be connected: internally on a big box Amiga, or externally with an A1200. If fitted externally you will need to sort out a case and power supply. Many companies (HiSoft for example) bundle the Squirrel interface with a drive in one ready-to-go package. Non-SCSI drives can also be used: the A1200 can use the Overdrive system, and big box Amigas can use certain makes of drive with the Tandem controller card.

Although the A600, A1200 and A4000 have IDE interfaces as standard, the Amiga cannot at present make use of the IDE CD-ROM drives common in PCs.

Q. What's a File System?

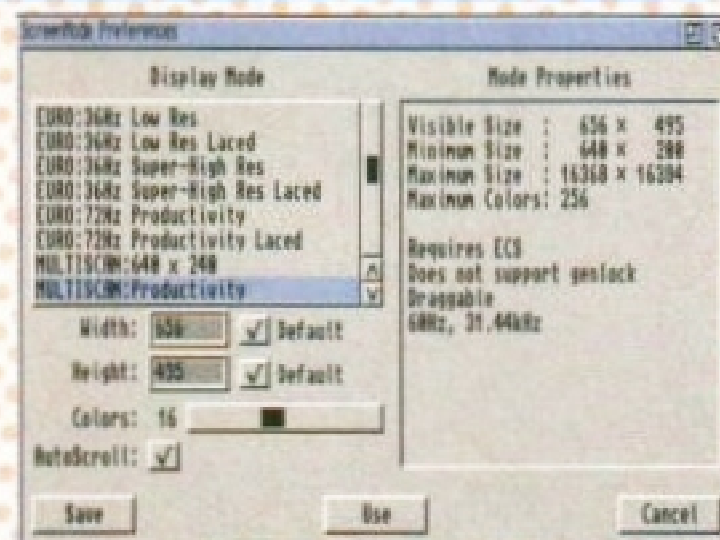
A. As well as physically connecting the CD-ROM drive to your computer, you will need special software in order to be able to read CD-ROM discs, which are written in a standard format called ISO 9660.

The software will be supplied if you buy a Squirrel interface, but you can source your own instead: one of the best is *AmiCDROM* v1.15, available from Aminet.

Q. WHY DOES MY WORKBENCH PATTERN APPEAR CORRUPTED?



1. For the best results, you will need to match the number of colours used in the image with the number of available colours on the Workbench display. Load the image into a paint package to see how many colours are used and reduce the colours if necessary: 16 is a good limit.



2. Use the Prefs program "Screenmode" to see how many colours the Workbench uses. Alter the number up or down. If you using a 16 colour image, you will need a Workbench that has 16 (or more) colours. You shouldn't need to alter any other screen mode settings.



3. Use the Prefs program "WBPattern". If you get the number of colours wrong, the Workbench display could look like this: there aren't enough Workbench pens to display all the colours in the image.



4. When you get the settings right, the Workbench will have the image displayed in the background. You may need to alter the colour of the fonts used so that you can read them on top of your image.

Q. Can I use PC CD-ROMs?

A. Any CD-ROMs which are stored in ISO-9660 format can be read on the Amiga. It is also possible to read data stored on Mac CD-ROMs. However, being able to read data is not the same as being able to use it: for example, you will be able to load and display text files and pictures from a PC CD-ROM, but you will not be able to load and play games.

Q. How can I play audio CDs on my CD-ROM drive?

A. If your CD-ROM drive has suitable stop/start buttons on the front panel you can simply pop in a normal music CD and press Play. Most drives have a headphone socket, and all have an audio output at the back – if you use the right connectors, this can be connected to a hi-fi. If your CD drive is fitted inside an A4000, there is a set of jumpers on the motherboard for mixing CD audio with the Amiga's own sound.

If your drive doesn't have play buttons, or you want more control, there are many programs available which will allow you to create your own jukebox. Some will even remember album and track names for you. Look out for programs such as *YACDP*, *CDP* and *JukeBox* (all from Aminet).

Q. How can I take audio from CD-ROMS and play it from my Amiga?

A. Some CD-ROM drives are capable of sending audio data via the SCSI interface. This means that instead of playing the music as normal CD sound, the raw digital data is sent to the Amiga.

Several programs are available which will accept this data and reassemble it into sound which then appears out of the Amiga's standard connectors. It is also possible to capture this sound and save it as a normal (but very high-quality) IFF sample. However, you need a drive which supports the CD-DA (CD Digital Audio) standard and not many do.

Toshiba, Plexor and Sony are three makes that do support CD-DA, but check before you buy if this is important to you. Suitable programs to look out for include: *14BitCDPlayer*, *CDPlayer* and *Interplay* (all from Aminet).

DID YOU KNOW...



...the Amiga can emulate a PC, an Apple Mac, a Sinclair Spectrum,a ZX80, an Amstrad CPC, an MSX and a Commodore 64: but no-one has ever been able to write an Amiga emulator for a rival computer.

Part of the problem for Amiga wannabees is the custom chip set, which is too powerful to be emulated in software. Escom themselves may produce an Amiga hardware emulator for the PC, but it will be some way off.



Hard drives are a common cause of woe, mainly because of the number of options available and the number of old games which don't support them.

HARD DRIVES

Q. How can I add a hard drive?

A. The A600, A1200 and A4000 all have IDE interfaces as standard. The A600 and A1200 can have 2.5-inch IDE hard drives fitted internally (do it yourself or ask a dealer). The A4000 comes with one 3.5-inch drive, and has space for another.

If you have another Amiga, you will need to buy an interface as well as the hard drive: A500s and A2000s need SCSI interfaces (although IDE interfaces are also available). The A3000 comes complete with inbuilt SCSI interface and drive.

Q. Why should I want to?

A. Unless you use the Amiga as nothing more than a games console, adding a hard drive to an Amiga is the single biggest improvement you can make.

A hard drive will store your complete Workbench set-up, and most of your programs and files. Because it is so much faster it will boot in thirty seconds. It also makes all kinds of customising possible, and banishes disk swapping forever.

Q. Can I use 3.5-inch drives on an A1200?

A. Yes, but you are not really supposed to. The smaller 2.5-inch drives fit neatly inside and get all their power and data signals through one tidy cable. Larger 3.5-inch drives require changes to be made inside the case, and some extra wiring.

It's not for the faint hearted, although the fact that 3.5" drives now cost as little as £100 for 420Mb is enough to tempt a lot of people. It is recommended that you contact a reliable dealer for more details and information on where to get the necessary parts. Try Eyetech on 01642 713.

Q. Which is better, SCSI or IDE?

A. Depends. IDE drives are usually cheaper and less hassle. However, only two can be fitted at once to an Amiga (unless an extra expansion card is fitted to the big box systems) and they are usually slightly slower than SCSI.

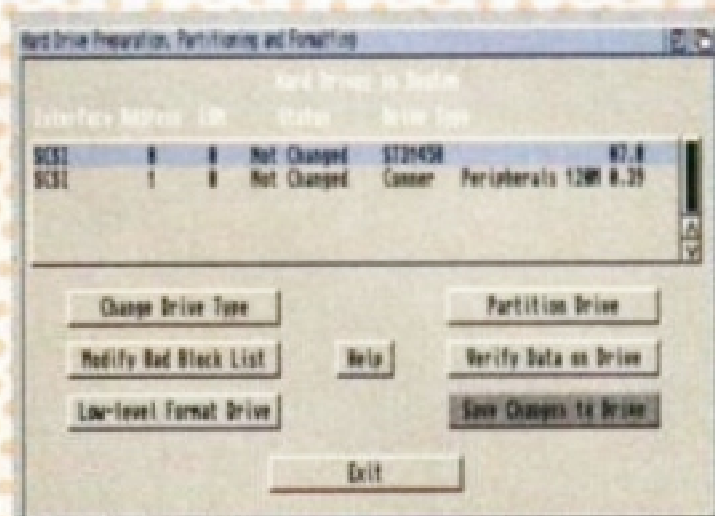
SCSI drives, especially modern SCSI2 drives, are about as fast as you can get, and up to six can be fitted at once. Also, a SCSI interface can be used to connect to other peripherals such as optical drives and DAT tape drives. SCSI drives are available in larger sizes than IDE drives (9Gb SCSI drives are available if you have the money).

Q. Should I re-format a hard drive?

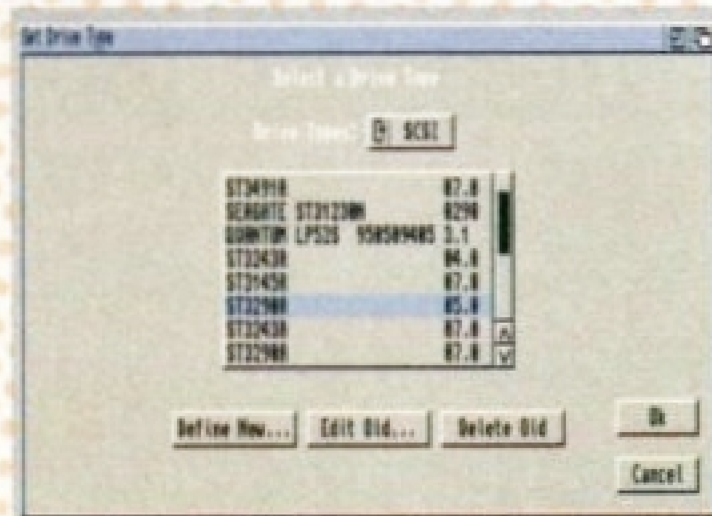
A. You can format a hard disk just like an AmigaDOS floppy drive from Workbench. Use "Fast File System" if possible. QUICK should suffice. However, you shouldn't perform a "low level" format from within a special hard drive set-up program on an IDE drive (on an A600, A1200 or A4000). They work differently from SCSI drives, and a low level format can damage an IDE drive permanently.

Continued overleaf ➡

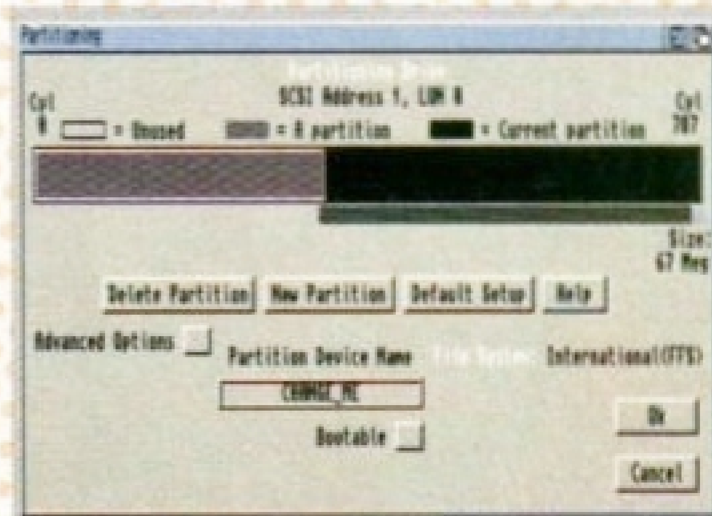
Q. HOW DO I ADD A PARITION TO A HARD DRIVE?



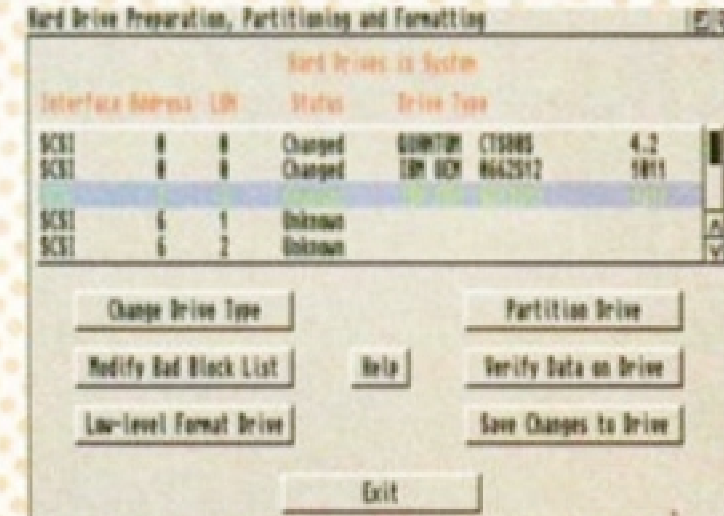
1. Unless you are using a brand new drive which hasn't had anything stored on it, back up all the data to floppies. Resizing or deleting a partition will destroy all the data on the drive. You will need the program *HDToolbox* (or similar) which should have been supplied with your drive.



2. Select the drive from the list. If the drive type is not recognised, use the "Change Drive Type" option and select a new type from a list or use "Define New..." If using IDE drives set the XT / SCSI selector to SCSI. If using "Define new..." it is easiest to select "Read Configuration".



3. Return to the main screen and select Partition Drive. Click on the "New Partition" button, and in the long rectangle which represents the hard drive. You can drag the markers to adjust the size of the partitions. Set the partition name to something like "HD1" or "DH1".



4. You will then need to select "Save changes to drive". The Amiga may reboot at this point. When it re-loads Workbench, you will need to format the partition. Open an AmigaDOS shell and enter: format drive HD0: (or whatever you called the partition) name "Whatever" FFS QUICK.

Q. What are partitions?

A. A single hard drive can be set up to act as two or more separate drives. Each partition will have its own icon, settings and even filing system. A partition is created from within the hard disk set-up program (usually something like *HDToolBox*) and each is formatted separately. The advantages of having more than one partition include speed, convenience and reliability.

DID YOU KNOW...



...to create a video effect similar to the weather forecast, you will need no more than a genlock. The genlock enables Amiga graphics to be superimposed over 'live' video and is therefore suitable for providing subtitles.

Getting video to appear over the top of Amiga graphics is a lot more tricky, and requires an extra piece of hardware called a Chromakey. This strips out a single colour in the live video signal and replaces it with the Amiga display: so if you stand in front of a bright blue background, the blue can be tuned out to let the *Deluxe Paint* image underneath show through.

Q. What happens when I get an "Invalid bitmap" error?

A. This could happen if a program has crashed while writing to a file on the disk, or you accidentally switch the Amiga off in the middle of doing something.

You have two choices: copy as much data as you can to another partition or a pile of floppy disks, and then – from the Workbench – reformat the drive. Just a QUICK format will usually do the job.

If you don't want to copy everything, commerical programs such as *AmiBack Tools* and *Quarterback Tools* are available to repair the damage in situ. However, backing up regularly is always a good idea.

Q. What is optimization?

A. After a time, all the files on a hard disk (or a floppy disk) get out of order. So when a file is loaded, the disk heads need to move back and forward over the disk many times, and so data reads slow down. Sorting the files back into locations next to one another can speed things up again.

The simplest way to optimize a disk is copy all the files off, and then copy them back. With a large hard drive this is very inconvenient, so programs are available to perform the optimization with all the files still in place (*ReOrg*, *AmiBack* or *Quarterback* for example). However, this can be risky: if something happens in the middle of the optimization all data will be lost, so it is a good idea to make a back-up anyway.

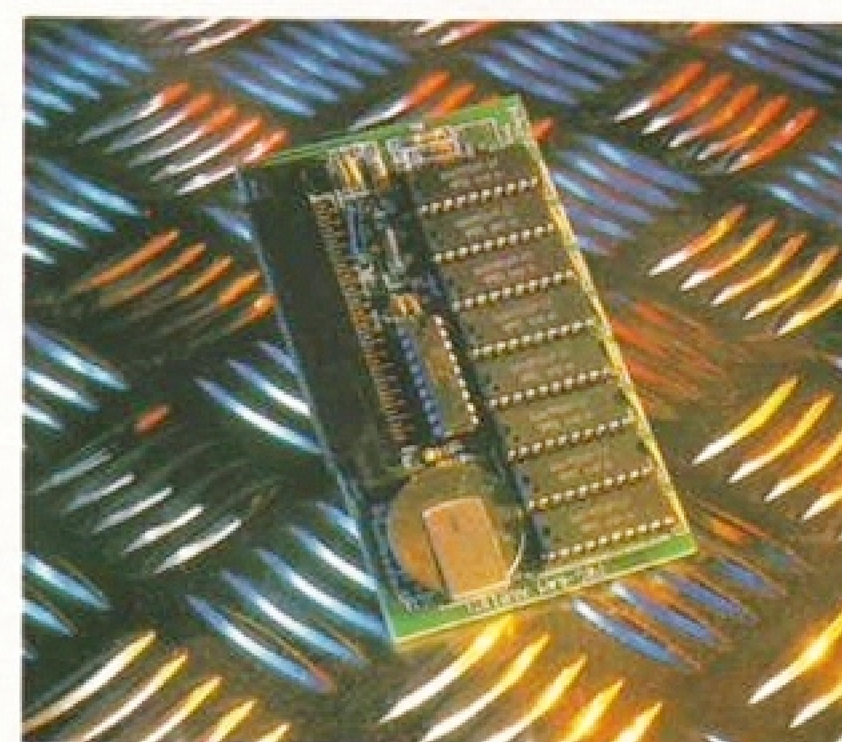
Q. How often should I back up my disk?

A. As often as possible. There are many programs to make the process easier. The clever ones only back up changes made since the last back-up, so if you back up on a weekly basis you won't need a mountain of disks. Check out *DiskSalve3* from Almathera on 0181 687 0040.

MEMORY

Q. How can I add more memory?

A. On an A600 or A1200, you can either add a PCMCIA memory card to the slot on the side, or a small board to the trapdoor under the keyboard. Adding memory via the PCMCIA slot isn't always a great idea as it is both expensive and relatively slow. A4000 owners can add SIMMs to the motherboard or to other slot-in cards or to processor accelerators. A1200 owners also have the extra option of adding memory at the same time as a faster processor.



You can never have enough memory – but where to put it and what sort to get?

Q. Why is some memory faster?

A. The Amiga has Chip memory and Fast memory. The CPU shares Chip memory with the graphics and sound hardware, and since only one device can read and write to memory at one time, Chip memory slows down program execution. Fast memory isn't shared, so programs stored there run a lot faster. The A1200 comes with 2Mb of Chip memory as standard. If you add more to the trapdoor, where by design it is classed Fast memory, you immediately speed up your Amiga.

Q. Are SIMMs not just RAM chips?

A. SIMMs are "Single In-line Memory Modules" and consist of RAM chips soldered on to neat boards. The boards are easier to fit and remove than ordinary

FLOPPY DRIVES

Q. Can I add a high-density disk drive to an Amiga?

A. Not easily. There are various DIY hacks around to add these larger capacity PC-style drives to Amigas, but they rarely work. If you really, really need a larger drive, buy one of the Power Computing (01234 273000) models.

Q. How can I use PC disks on an Amiga?

A. Workbench 2.04 and up includes *CrossDos* as standard, which can read and write PC format disks. On an A4000 this includes high-density disks. To use it, you should find the PC0: device icon lurking on the Storage/Devs drawer on your Workbench disks. This will create a new disk device (PC0: instead of DF0:) which can be used like any other.

PC disks will appear on your Workbench screen, but remember some virus-checking software may throw a fit when they appear.

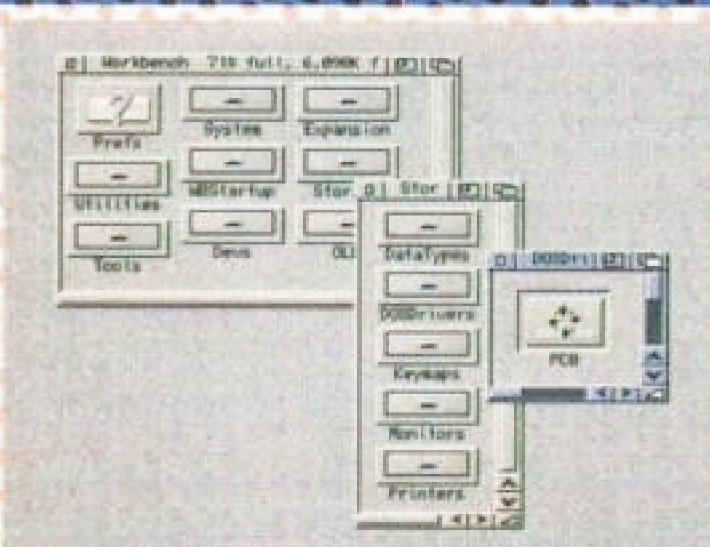
Q. Can I use Mac disks on an Amiga?

A. Yes, but the easiest way is to use PC disks, and get the Mac to read and write those with *File Exchange*. To swap information between an Amiga and Mac using removable cartridges such as Syquest, you will be pleased to know that HiSoft sell a Mac disk reading program, so check with them on 01525 718181. Some Mac emulators also read and write Mac disks.

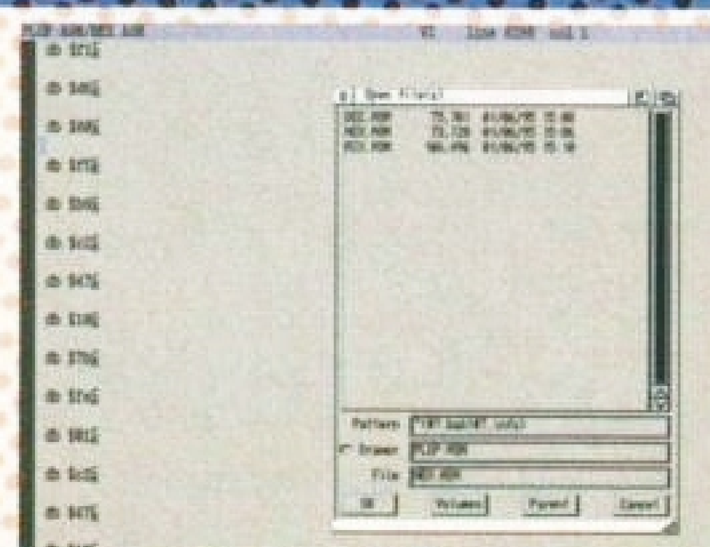


Floppy disks are the basic currency of the Amiga.

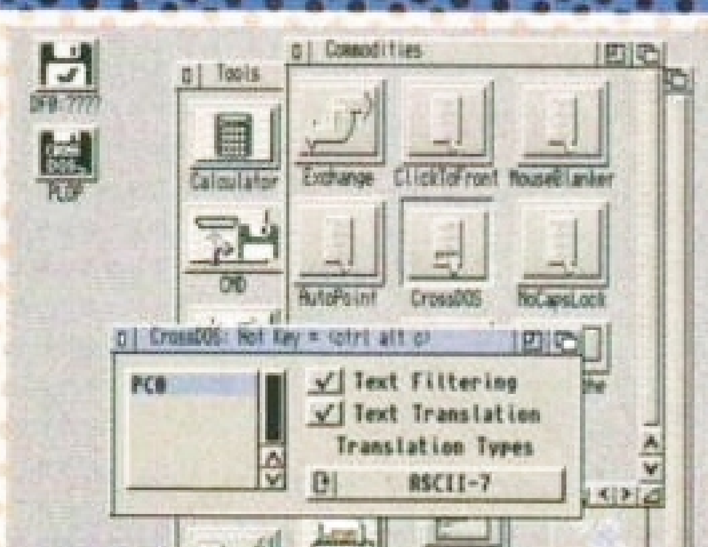
Q. HOW DO I GET PROPER TEXT FROM PC DISKS USING CROSSDOS?



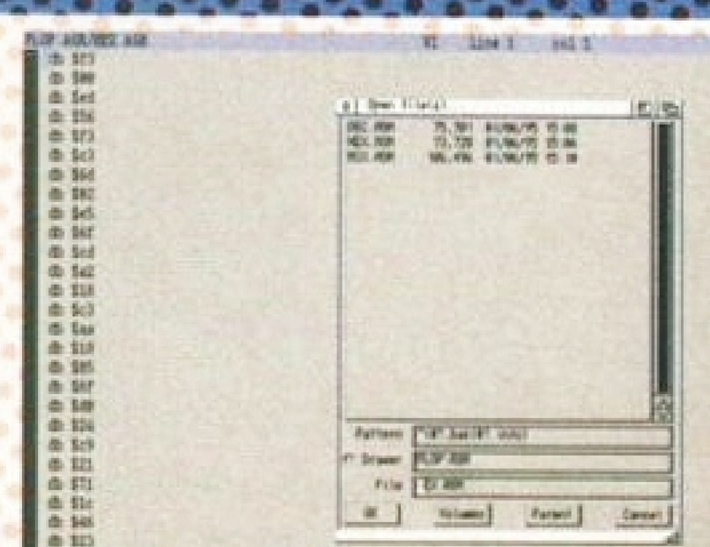
1. Load the PC0: device by double-clicking the PC0: icon in the DOSDrivers drawer in the Storage directory. You can now use DF0: for PC disks – it will appear as PC0:.



2. When loading text into a text editor (for example, loading some programming files into the *Cygnus Ed* editor) you will often see extra blank lines appearing, but worry not.



3. Locate and run the *CrossDos* commodity. You will need to double-click twice to make the control panel pop up. Now select the PC0: drive and click the check boxes.



4. When you load text now, the commodity will have removed the extra lines. Remember to switch off the commodity when loading and saving data other than text.

chips. Also, most memory chips are soldered directly to the circuit boards to save money, which means you can't remove them and use them in another computer.

Q. Which speed SIMMS do I need?
A. Memory speed is usually rated in nanoseconds (ns). The lower the rating, the faster the memory. Typically 80ns memory is fine, but, if faster processors are used (for example, a 33Mhz 68030) this might not be fast enough and errors will occur. In these situations 70ns or even 60ns will be required.

Q. What is Virtual Memory?
A. With clever programming, it's possible to fool the Amiga into thinking it has more memory than it really has. This is achieved by setting aside some hard disk space which then acts like memory.

When an application requests a block of RAM the virtual memory system creates a disk file and passes the data between the disk and the program. The application carries on as normal, not knowing the "memory" is really on disk. Of course it's slow, but it means you can run programs that need much more RAM than you actually have.

Programs such as *VMM* and *GigaMem* work in this way and fool most programs, but they both require a piece of hardware called an MMU or Memory Management Unit, which is built into the full 68030 and 68040 processors, and can cleverly remap memory addresses. A slight twist is that some processors don't have an MMU in order to save money: these have 'EC' in their titles, so a 68EC030 processor does not have an MMU and won't run *GigaMem*. On the other hand, some programs have their own version of virtual memory built in, and so they don't need to be fooled, and therefore they don't require an MMU.

SOUND AND MUSIC

Q. What do I need to play Amiga sound through the Hi-fi?
A. Amiga audio appears at the back of the casing via two phono sockets. These need to be connected to the AUXilliary input of a Hi-fi with suitable set of leads. They cannot be connected directly to speakers, although some small speakers come with a suitable amplifier built-in.

DID YOU KNOW...



...you can add your own commands to AmigaDOS. You might know that you can put together several commands into a single file (using *Ed* for example) and when you use the EXECUTE command, the commands are dealt with one by one as though you typed them at the keyboard.

However, by altering one of the protection bits of the text file, you can make it automatically execute. For example, if you have a text file in the ram: disk called foo, then by entering:

```
protect ram:foo +s
```

you can make foo into an AmigaDOS command. All you need now do when you want to run it is is enter "foo" and it will run automatically. It is also possible to write scripts which accept arguments, in just the same way that real AmigaDOS commands do.

Q. How do I connect my Amiga to a synthesiser or keyboard?
A. Connect a small box called a MIDI interface to the Amiga's serial port and many musical keyboards can be interfaced to the Amiga. With a program such as *OctaMed*, *Music-X* or *Bars and Pipes*, the Amiga can 'play' the instrument.

Most keyboards allow different sounds to be played simultananeously so you can program or 'sequence' the Amiga to play drums, bass and lead all by itself. The way MIDI works means that many instruments can be connected at once, so you can add drum machines, synthesisers, samplers and effects boxes all under computer control.

PROGRAMMING

Q. What programming languages are available for the Amiga?
A. ARexx is free with Workbench 2 and up. The C language is very popular for heavy duty programming projects, and the two best C packages are *Dice* and *SAS/C*. HiSoft sell Pascal, and *Devpac*, the excellent 68000 assembler. You can also try the more esoteric Oberon and E languages, as well as variants of BASIC that are great for beginners, such as *AMOS* and *Blitz Basic*.

Your ability to create, edit and perform music is greatly enhanced by the Amiga, so it's no wonder we get so many music queries.



Q. What do I need to get started?
A. If you haven't programmed the Amiga before, a system like *Blitz Basic* is best. This will help you see what the Amiga hardware is capable of. If you already know how to program, get a C compiler and the official programming documentation either in book format (The "Rom Kernel Manuals") or one of several Fish PD CD-ROMs.

Q. What authoring packages are available?
A. Programs such as *Helm* and *CanDo!* make writing programs easier and make it possible to link actions, sounds and images without writing pages of code.

Q. How can I easily create an Intuition style front end?
A. *GadTools* used to be the best program for creating GUI (graphical user interfaces) which conformed to the Amiga style guides, but now you should look out *The Designer*, a shareware program with many powerful features.

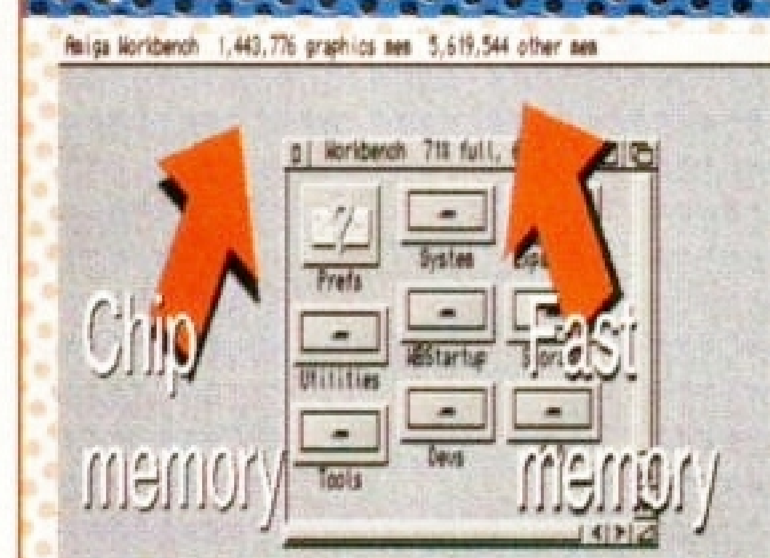
Q. How can I add ARexx to my programs?
A. Use a program such as *EasyRexx* (from Aminet), which makes adding an ARexx port relatively straightforward.

GRAPHICS, ANIMATION AND VIDEO

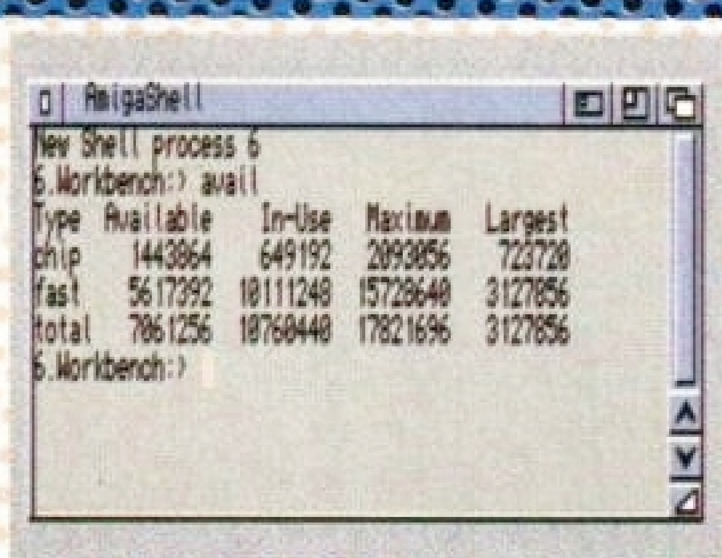
Q. Can I record Amiga graphics to video?
A. Yes. First of all you need to use the correct screen mode: you must use a PAL screen, either interlaced or not, though interlace seems to work best and

Continued overleaf ➡

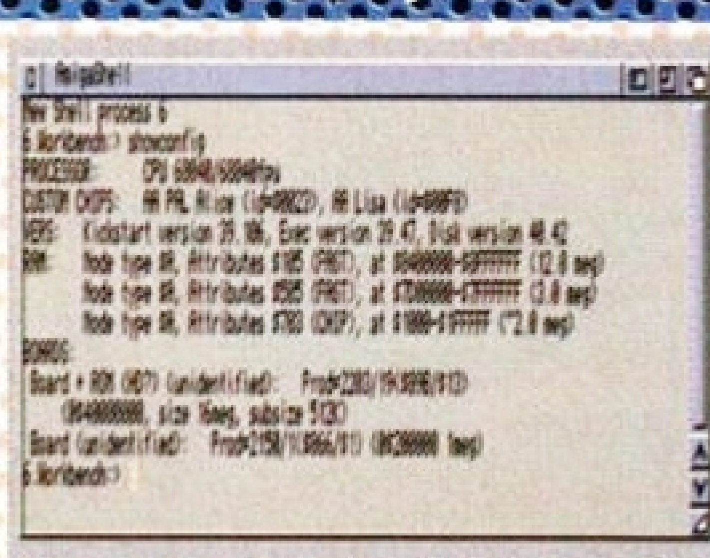
Q. HOW CAN I CHECK ON WHAT MEMORY I HAVE, AND WHAT SORT IT IS?



1. The first place to look is the Workbench title bar, which will keep you up to date with how much memory is available.



2. Opening a Shell and entering AVAIL will give you a more detailed description of the amount of memory available, what sort it is, and where it is being used.



3. To find out exactly where memory is located, use the SHOWCONFIG command. This is especially useful if you have an A1200 and want to check if your memory is going to conflict with a PCMCIA device.



4. You can also use the Memory option from *AIBB*, which will tell you slightly more and in a friendlier fashion. *AIBB* is available from Aminet and most PD libraries.

doesn't flicker as much as you might think when played back. You can not use a productivity or multiscan mode. Secondly you need a connection from the Amiga to the video recorder. The easiest way is to use the RF video out signal from the back of the A1200. You'll need to tune the video in to it before you can use it, but it has the advantage of including sound.

Unfortunately the RF picture isn't very clear, especially once recorded. Although the Amiga has an RGB output which can be connected to a SCART cable, and although many TVs and videos also have SCART inputs, hardly any video recorders accept RGB directly for recording. Instead, use the composite video output at the back of the A1200 (the phono plug) which will give a reasonably clear picture.

Q. How can I replay animations quickly?
A. The golden rules are get the fastest Amiga as possible, and fit as much RAM as you can and the fastest hard drive you can find. Make sure your animation is as small as possible: try overscan non-interlaced PAL, and in as few colours as you can get away with. Don't use dithering.

When making your animation, ensure there is as little movement on screen as possible. If you can, move the objects on the screen rather than moving the camera. Large differences in the backgrounds will take up more memory, and slow down the animation. Finally, use the *MakeAnim7* utility provided with *Viewtek* to convert your animations into ANIM7 format. These replay a lot faster, but take up more room.

Q. How can I replay large animations?
A. If you run out of memory, but have a hard drive, it you can replay anims directly from disk instead of memory. Success depends on the complexity of the anim and the speed of both Amiga and hard drive, but even with a 68040 and SCSI2 hard drive results can be disappointing. Look out for *Viewtek* and *BigAnim* – both programs will do the best possible job of spooling anims from disk.

Q. Can I mix Amiga graphics and video?
A. If you want to overlay Amiga graphics over video (for example, to add subtitles) you will need to buy a genlock to connect to the RGB port of the Amiga. This provides an input for a video camera or other source and a composite (or S-VHS) video output signal which can be fed into the video recorder.



With the Amiga, you already have the best part of a video studio – but cables, signals and genlocks cause much confusion.

Q. My A500/A4000 has a video out port, and no colour composite – what do I do?
A. Use a genlock to provide the necessary composite signal. You may need to provide an input to the genlock from a camcorder or other video source to prevent the picture rolling.

Q. What sort of monitor should I get for an A1200/A4000?
A. The standard video-style Commodore or Philips CM monitors work well, but don't take advantage of the new screen modes that the AGA chip set in the A1200 and A4000 make possible. Before AGA, the largest non-interlace non-flickering display you could have was 640 by 256. With AGA and a suitable monitor you can display up to 640 by 512 without flicker.

However, to display these modes you need a monitor that can 'sync' to these new rates. Many games use the original video modes, so the monitor will also need to sync back down to the video speeds. The Microvitec 1438 monitor for £299 is one of the few that will. Telephone 01244 377566 for details.

Q. What's the difference between bitmap paint packages and structured ones?
A. Bitmap programs, such as *Deluxe Paint*, *Personal Paint* and *Brillance* store images as individual pixels and colours. A structured art program, such as *ProDraw*, stores a description of the image in terms of the start and stop points of lines, the degree of curvature, the graduation of shades and so on. As a result, the structured image can be reduced or enlarged with no loss of quality or "jaggies" showing. However, it is usually harder to draw images using structured packages, and it's impossible to process digitised or scanned images.

Q. What software do I need to use to make a magazine?
A. You need the *Nick Veitch Simulator* which is a 2K program available from PD libraries everywhere. Alternatively, you will need a DTP program such as *PageStream*. This will allow you complete control over fonts and the placement of pictures. It will also save the pages out in a format you can take to a printer and have printed professionally.

Q. Should I get a SCART TV or a monitor?
A. If you want to watch TV, get a SCART TV. If you want the best possible Amiga displays, with crisp text and colours which aren't smeared, get a monitor.

UPGRADING

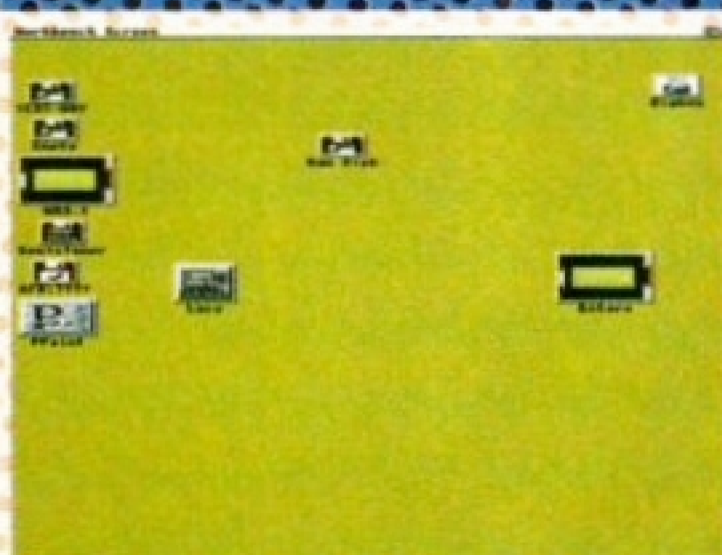
Q. Can I upgrade easily to a later version of Workbench?
A. Yes, but you will need a new Kickstart ROM as well. The current latest version of the system software is 3.1, which will be of most use to those running 2.04 systems: there is little to be gained for A4000 or A1200 owners.

The upgrade pack consists of a new pair of ROMs (or one ROM for 68000 machines) and a new set of Workbench disks and manuals. The upgrade currently costs £89.95 for the single-ROM version (A500 and A2000) and £99.95 for the double-ROM version (A1200, A3000, A4000) from Blittersoft on 01908 261466.

Q. How can I go about adding a new Kickstart ROM to an A500?
A. There is a slight hardware modification needed to some revisions of A500 before a new ROM can be fitted. A single wire must be soldered between pin 1 and pin 31. If you don't know what that involves, ask a local computer dealer to do it for you.

Q. Can I add a graphics card to an A1200?
A. Not directly. Amiga graphics cards require access to a ZorroII or ZorroIII slot,

Q. HOW DO I ADD A PERMANENT ICON TO MY RAM DISK?



1. The RAM Disk will have a default disk icon, unless you create one for it. You could change the default icon, but this would change all other disks too, so we'll create a special icon.



2. Choose an image and reduce it to a sensible size and colour depth in a paint package. Personal Paint is useful, because it can use dithering when reducing colours.



3. You could use IconEdit, but why not try Iconian, the shareware softwaqre that will allow much bigger icons, and has many more features besides.



4. Save the Icon as Disk.info in teh RAM disk. To make it appear every time, add a line to your user-startup which copies this file into RAM every time you boot up. Hurrah!

and the A1200 doesn't have any Zorro slots: the nearest it has is a trapdoor expansion. Theoretically it is possible to build a card which will connect to the trapdoor, but no-one seems to have done it yet. What you can do though it buy a Z5 Tower Case from Power Computing or Ramiga International, which includes five ZorroII slots. You can then pop in and use a PicassoII graphics card.

DID YOU KNOW...

...ARexx programs don't need to be started from within other programs. If you open a Shell, you can type RX <scriptname> and the file will start.

In this way you can use ARexx to quickly knock up speedy programs for renaming files, processing text and data – as well as controlling other programs. ARexx needs to be started and running in the background for this to work.



Q. What's the difference between ZorroII and ZorroIII?
A. ZorroIII slots use a 32-bit-wide bus, whereas ZorroII uses 16 bits. This is because ZorroII slots were originally made for Amigas that used the 68000 processor, which fetches data in 16-bit-wide chunks. With the move to the 68030 in the A3000, the ZorroIII standard was introduced to take advantage of the 32-bit fetch of the processor.

Q. What is a Buster, and why should I want to change one?
A. The A4000 (and A3000) include a custom chip called Buster. On some models of A4000 this chip was faulty, and caused problems with some ZorroIII cards.

Q. Can I upgrade to AGA graphics with my A500/600/2000/3000?
A. No, you can't. The AGA chip set is not available as an upgrade, and never will be. However, you can get pretty close if you have an A2000 or A3000 – fit a graphics card such as the PicassoII and upgrade to version 3.1 of the operating system. The enhancements in 3.1 will allow older Amigas to open 256-colour Workbench screens using the graphics card.

Q. How can I speed up my Amiga?
A. If you haven't already done so, add some extra memory. Every Amiga will benefit from extra memory because it allows programs to be loaded into the Fast memory area instead of the Chip memory area. This can result in a doubling in speed immediately.

More speed requires upping the processor. Every Amiga can have a faster CPU fitted. If you have an A500, fit a 68020 card from Power Computing. If you have an A1200, fit a Blizzard double-speed 68020 or a 68030 card from Harwood's on 01773 836781. If you have a A4000/30, fit a WarpEngine or CyberStorm. If you have an A4000/40, fit a Doubler from BlitterSoft or a Cyberstorm 060 card.

Q. Is there a 68040 accelerator available for the A1200?
A. No. The 68040 processor is too power-hungry and gets too hot to allow a reliable 68040 upgrade, though we hear that someone may have solved this problem. The 68060 runs cooler, so an A1200/060 accelerator may be possible in the future.

Q. Can I increase my Chip RAM?
A. The current limit of Chip RAM is 2Mb, and it is determined by which Agnus custom chip you have fitted. If you only have 512K or 1Mb of Chip RAM on your A500 or A2000, a special board called a MegaChip is still available from Power Computing. This includes a RAM chip and will give you 2Mb of Chip memory. A600 owners need to add a 1Mb RAM board to the trapdoor expansion slot.

Q. Why would I want to increase the amount of Chip RAM I have?
A. After saying that Fast RAM is so much better than Chip RAM because it runs programs faster, you must remember that Chip RAM is where graphics and sound data are stored. If you want to store more sound samples in *OctaMed*, or open more screen displays in more colours, extra Chip RAM is essential.

Q. How fast is my Amiga compared with a PC or Apple Macintosh?
A. Erm... tricky, because even measuring pure processor speed is very hard. Trying to take the Amiga's custom hardware into account, and comparing the super-efficient multitasking system with Windows doesn't make the sums any easier.

Roughly, an unexpanded A1200 is about as fast as a 386 PC, an expanded A1200 about as fast as a slow 486 PC. An A4000 with an '040 is about as fast as a medium 486 system. An A4000 fitted with an 68060 is roughly equivalent to a Pentium system. Roughly.

Q. What is an FPU and do I need one?
A. An FPU is a 'Floating Point Unit'. It can take the form of a chip (when used with a 68020 or 68030 processors) or it could be built in to the processor (as with the 68040 or 68060). The team of CPU and FPU can do sums more quickly than the CPU can by itself, so if you are into image rendering or processing or any other form of maths-intensive pastime, an FPU will be useful.

The catch is that the software must be specially written to take advantage of the FPU, and so most application programs come in two versions: one for systems without an FPU (called, misleadingly, "integer systems") and one for systems with an FPU. Running the FPU version on a computer with no FPU will cause a system crash. Running the Integer version on a system with an FPU will give no ill effects but will have little, if any, benefit.

Q. Will an FPU speed up games?
A. Almost never. In most cases the programmers haven't written their code to take advantage of the FPU because of the extra trouble, and relatively smaller market. Some 3D games like flight sims may benefit, but little else.

Q. What speed of FPU should I get?
A. Get an FPU which goes at the same speed as your CPU. For example, if you have a 33Mhz 68030, fit a 33Mhz 68030 FPU. Fitting a faster one will cause a slight speed increase, but it's hardly worth the money. Check when buying an FPU that it is the correct package: accelerator cards can either take PLCC (plastic leadless chip carriers) or PGA (pin gate array) FPUs. Make sure you order the right one!

Q. What is an MMU and do I need one?
A. An MMU is a 'Memory Management Unit', and is either an add-on chip for some 68020 systems (rarely used) or an integral part of a 68030 or 68040 processor. Some processors (EC versions) don't have the MMU present to save money. The MMU is used by virtual memory systems, UNIX clones, programs which re-map the Kickstart ROM into memory and some debugging software (*Enforcer*). You can probably live without one if you have so far.

Q. How much memory do I need...?
A. More than you have, usually. The minimum for anything other than games is now really 2Mb, and you should aim for about 6Mb if possible (2Mb Chip, 4Mb Fast). Adding more makes things generally more pleasant, and between 12Mb and 16Mb is ideal for most applications.

Q. Why does my memory expansion not work when my Overdrive is plugged in?
A. The PCMCIA port which the Overdrive uses is mapped in to the same addressing area as some trapdoor memory expansions on the A1200. To discover if your trapdoor expansion will cause problems with a PCMCIA device, open a Shell and enter "showconfig". The report will tell you where your memory expansion is mapped in the Amiga's workspace.

If it starts at $2000000 then there will be a problem if more than 4Mb is added (the PCMCIA interface lives at $600000 to $a000000). If it starts at $1f00000 (such as with the Blizzard 50Mhz 68030 card) then there won't be any problems. The easy answer is to ask before buying.

Q. Can I add a PC keyboard to my Amiga or use an A2000 keyboard as an external keyboard on my A1200?
A. Yes, but it requires a lot of messing about. Adding an external keyboard to an A1200 could be the final step in a DIY project to rehouse the A1200 in a PC tower case, but it requires making some

Continued overleaf ➡

← alterations to the Amiga's motherboard. Details can be found in the file called TowerFit.lha on Aminet.

Adding an IBM keyboard involves building a circuit which includes an EPROM. Details are in a file called IBM_Keyboard.lha, again on Aminet.

NETWORKING AND COMMS

Q. Can I run UNIX on an Amiga?
A. Yes, there are two versions: a 68000 port of *Linux*, and *NetBSD*. Both require Amigas fitted with an MMU, and both are huge systems which require a hard drive to install. If you succeed, there is an X-windows client available for graphics.

Q. Can I network several Amigas together?
A. Yes, you can use a special DIY cable and a program called *Parnet* which will mount a new net: device on each Amiga.

This means you could, for example, connect an A500 to an A1200, and the A500 could use the A1200's hard drive. A common use is to connect an Amiga computer to a CDTV and so provide a cheap way of getting access to CD-ROM.

Q. Can I use Ethernet?
A. Ethernet provides a very fast method of linking two or more computers. Commodore did once produce Ethernet cards, but tracking any down these days is difficult. The Ariadne card offers an Ethernet connection, as does an expansion module for the CyberStorm accelerator card. It is also possible to use the GoldenGate2 card and a PC Ethernet card. All these systems use what are called SANA-II drivers, and when all is connected you can either use Internet-style TCP/IP links or run the networking package *Envoy*.

Q. Can I run *Envoy* without Ethernet?
A. Yes – this is especially useful if you don't have any Zorro slots to fit Ethernet cards to. A thing called Liana connects Amigas via their Parallel ports and allows *Envoy* to run over that.

Q. Can I network Amigas and PCs?
A. Yes. You can either use a program called *TwinExpress* which uses a serial cable, or use an Ethernet card on the Amiga running with SANA-II and *AmiTCP* to connect to an Ethernet card on the PC running a TCP/IP stack. Although not a true peer-to-peer network, this will allow you to Telnet and FTP between machines.

Q. How can I connect the Amiga to the Internet?
A. You can either link in to a BBS which has an Internet gateway (for example CIX, Delphi, Almac) or sign up with an Internet Service Provider. If the former, you will only need a normal comms program such as *Termite*, *Term* or *Ncomm*. For a direct link you will need to install *AmiTCP* (available from Aminet).

Q. What sort of modem should I use with my Amiga?
A. If you have a 68000 processor, you might have problems using speeds of 28,800bps and should stick to 14400bps instead. An A1200 with extra memory should be able to handle 28,800 modems without problems.

Q. What is a Null Modem cable?
A. A null modem cable is a serial cable to connect two computers together via their serial ports. This is used for swapping files via terminal software or playing games.

EMULATION

Q. Can I run PC programs on an Amiga?
A. Yes, with software or hardware emulation. A program called *PCTask3* (see page 97) will emulate a 286 PC, and will even run Windows if that's what you want. Alternatively, the Emplant hardware emulator attempts to run all PC software. It costs about £350 from Blittersoft.

Q. Can I run Amiga programs on a PC?
A. No, a PC isn't capable of emulating the Amiga's advanced multitasking operating system or its custom hardware. No Amiga emulator has successfully been produced for a rival computer.

Q. Can I use PC hardware on the Amiga?
A. Yes. Devices such as printers and modems will work without modification. If you have a big box Amiga, internal modem cards, serial and parallel cards, network cards and IDE cards can all be used with the GoldenGate2 card from Eyetech.

Q. Can I use a PC monitor with an A1200 or A4000?
A. Depends. Some monitors will not sync exactly with the Amiga and it makes it hard to tell in advance. In any case, very few (if any) PC monitors will display the 15kHz PAL screens which games use. If you don't play games, you might find a nice 15-inch monitor such as the Tatung UltrascanPlus works very well. I certainly do.

Q. Can I use Apple Mac programs?
A. Yes. Again, there are hardware and software emulators. *ShapeShifter* is a shareware emulator which claims to run Mac software, and Emplant is a hardware emulator. Both require Mac ROMS in order to run.

Q. Can I use Apple Mac hardware?
A. Only with the Emplant Deluxe Mac emulator, which includes support for SCSI and Appletalk interfaces.

DID YOU KNOW...

... that Aminet is the largest collection of Public Domain and Shareware software? Aminet is a huge library of files, and is part of the Internet. If you have access to the Net you can pull down any file you like for free. The site address is ftp.wustl.edu, or one of the mirror sites such as ftp.uni-paderborn.de or ftp.doc.ic.ac.uk.

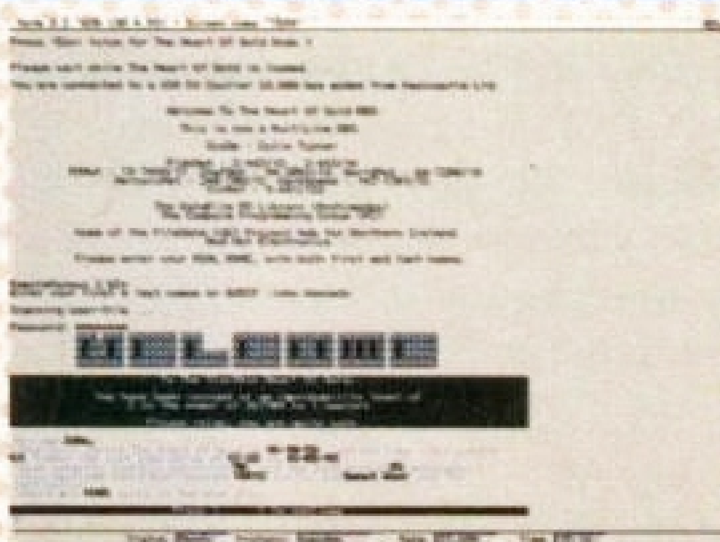
Aminet is also released in the form of CD-ROMs. The latest release is *Aminet 6*, which contains all the latest files uploaded until the 6th May 1995.



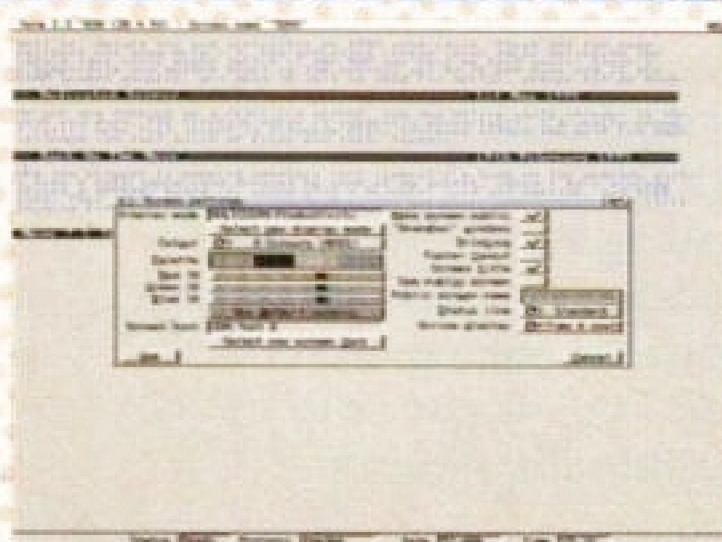
WORKBENCH

You can get our help every month by writing to Workbench – or tell us how you solved an interesting problem, and you could win an *AF* sweatshirt. See page 117 straight away!

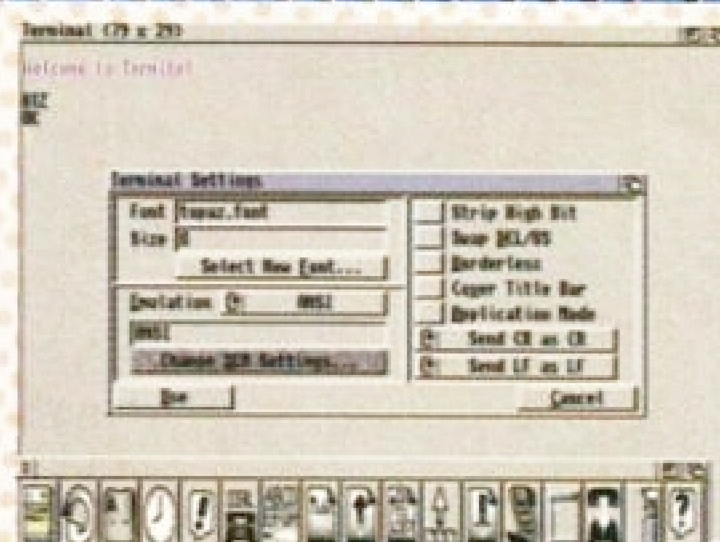
Q. HOW CAN I GET SENSIBLE IBM CHARACTERS ON TERMINAL SOFTWARE?



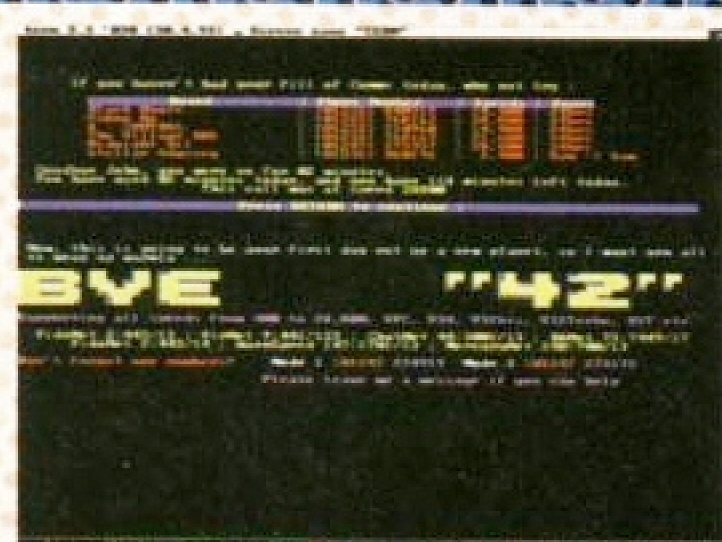
1. Many Bulletin Boards use IBM ANSI graphics, and when you log on you will see a lot of garbage on the screen. This is because the default Amiga font settings do not support the IBM characters and ANSI colours.



2. Select an eight-colour screen mode (or 16 if you have the memory) and use an IBM-style font. If one wasn't supplied with your terminal emulator program, there are many in the public domain. Ask on your BBS.



3. Virtually all comms software will have some way of displaying ANSI, although sometimes this is via an external module and you may have to hunt around for the right place to set the preferences.



4. With the right colours and a good character set, your terminal will behave exactly like a PC one. This means menus will work, and you can see the "pretty" ANSI graphics available on many BBSs.

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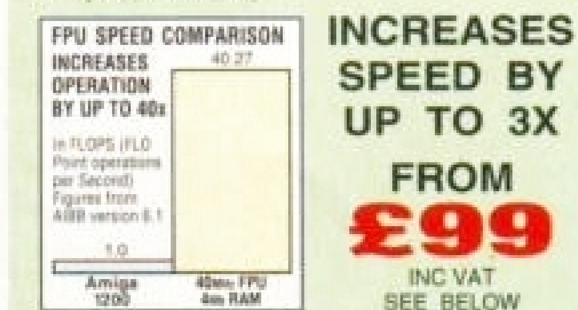
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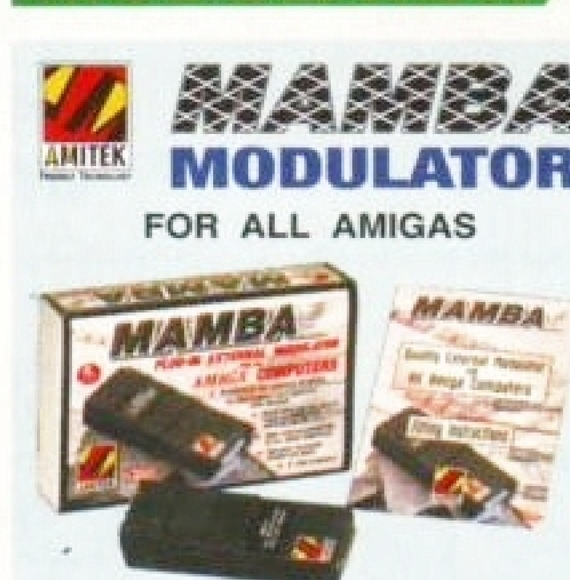


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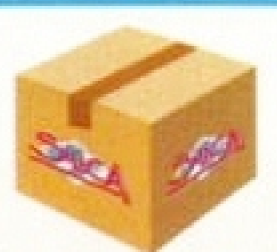
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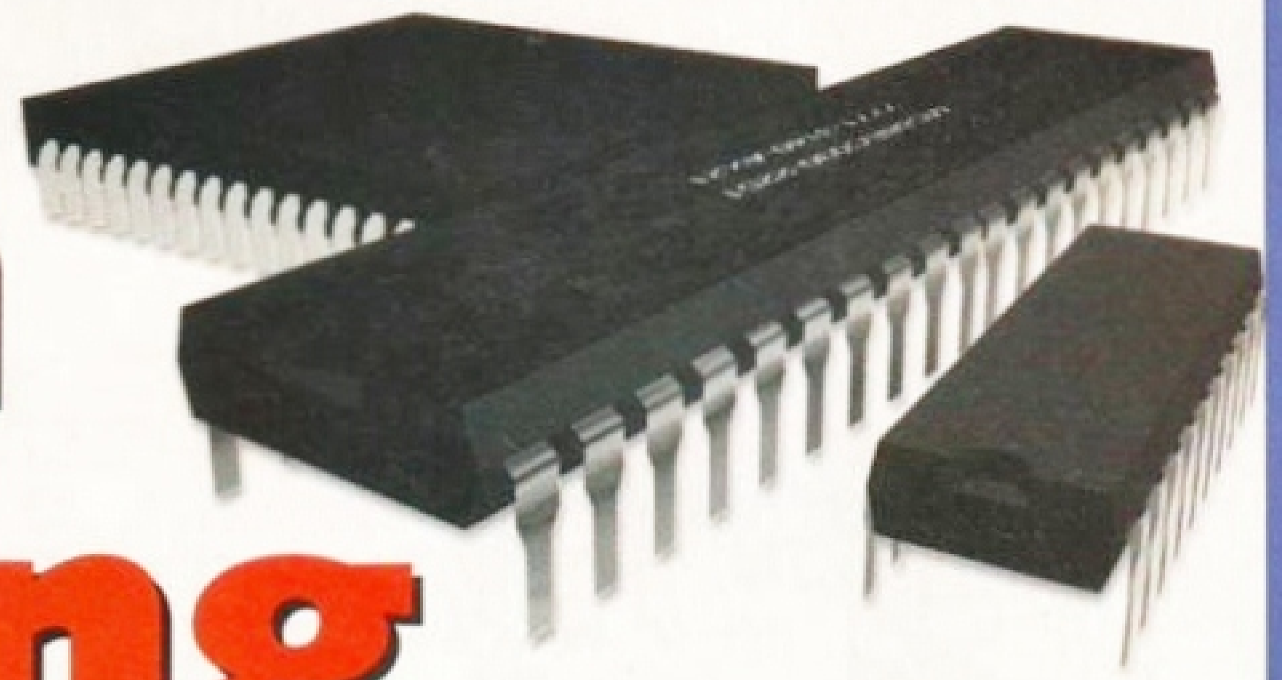




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Chips with everything



In the second, and final, part of his Central Processing Unit feature, Simon Goodwin looks back at the original aims for the 68000 range, and forward to the 68060 and 68070.

Although Motorola are probably going to stop further development work on the 68000 series of Central Processing Units they will continue manufacturing them, so the Amiga's future may still be linked with the range of chips that it has used ever since 1985.

Whatever happens, Motorola's chips have proven to be triumphs of computer technology. Here's what makes them so special.

68000 PEDIGREE

The 68000 was a chip ahead of its time – it was the first single-chip micro with 32-bit registers and features previously confined to mainframes and Super Minicomputers such as the DEC Vax.

It was late, arriving in 1980, a few months after Intel's relatively feeble 8086, but took less time to develop than its 8-bit sibling, the 6809, and beat it to the market even though 6809 development began first.

The 68000 was the first micro Motorola built straight from theory, not as a hardware prototype. The 6809 was built on breadboards, like the original Amiga chip set, and the prototype filled several tables. These days they *have* to go straight from theory to the real thing – even if they got the millions of transistors wired up for a prototype 68060, it would be too slow, large and shaky to work at all.

Processors in the 68000 family share the same core set of instructions. There are a few extras in later models, but the vast majority are unchanged and the main difference is not the instructions themselves, but the time they take to execute. This is why naive comparisons of the clock speed of different processors are so misleading.

The 68000 was followed by three slight variations. The 68008 was a version for 8-bit memory, used in Sinclair's Quantum Leap and the One Per Desk marketed by ICL and British Telecom. The 68010 and 68012 fixed a few bugs and added a tiny cache for two instruction loops, which were so inefficient on the 68000 that few programmers ever used them.

The 68000 was the first micro Motorola built from pure theory, not a hardware prototype.

You can plug a 68010 into the A500, but you're unlikely to notice the difference. The leaps in the 68000 range came with the even numbers – the 68010 is only a few per cent faster than the 68000, and the 68030 has little edge over a 68020 at the same clock speed. The big steps come at 68020, 68040 and 68060, each averaging twice the speed of the ones before, and this is probably the real reason – besides marketing 'logic' – why Motorola skipped the 68050 label and went straight from 68040 to 68060.

Motorola check out new designs by running simulations of the hardware – programs that model the low-level operations inside the chip, rather like *PC-Task* and Amiga Spectrum emulators. This process is slow, but over months they build up information about bottlenecks in each design, using real programs to test their theories, until they know where to add extra hardware to speed things up.

The simplest machine codes execute in four clock cycles on a 68000. The 68020 halves this for instructions in its on-chip cache, and the 68040 generally manages one instruction every clock cycle. You may think that one cycle per instruction is the limit, but the 68060 has other ideas – it can do arithmetic instructions in one clock cycle and others – like jumps, branches or subroutine calls, which often dominate the execution time on earlier chips – take literally no time at all. To understand this miracle we need to look inside the 68060.

68060 THEORY

As the block diagram on the next page shows, the 68060 has two separate integer units, so it can perform two instructions at once. Pending instructions are held in a pipeline 96 bytes long, so they're immediately decoded and available.

While they wait, a branch prediction unit can shuffle them so that program jumps and branches are instantaneous. The unit looks forward to future changes in the flow of control, predicts the likely destination from past records (held in yet another cache) and shifts them around so the branch is invisible to the processors, which see a continual flow of useful code.

But all this is fruitless if the processor has to wait for information to arrive from main memory, so the 68060 has two caches

Continued overleaf ➡

WHAT'S AN FPU, THEN?

Standard 68000 instructions work on integer values. These are whole numbers, with no fractional part. Scientific calculations use floating point numbers, which cover a wider range and allow binary fractions as well as whole numbers. Processors before the 68040 cannot manipulate these directly, although they can process them piecemeal by treating them as a succession of integer operations.

The 4,096 instruction codes are reserved for floating point operations. These can be intercepted and performed by integer software, or passed on to a floating point unit (FPU) with custom hardware to do the job more efficiently. Once the FPU has started, the integer unit can get on with other things.

The clock speed of the FPU is independent of that of the main processor. Two FPU chips are available – the 68881, which runs at up to 20MHz, and the 68882, which goes up to 50MHz and is twice as fast even at the same clock speed. In this case the link between processor, memory and FPU can predominate.

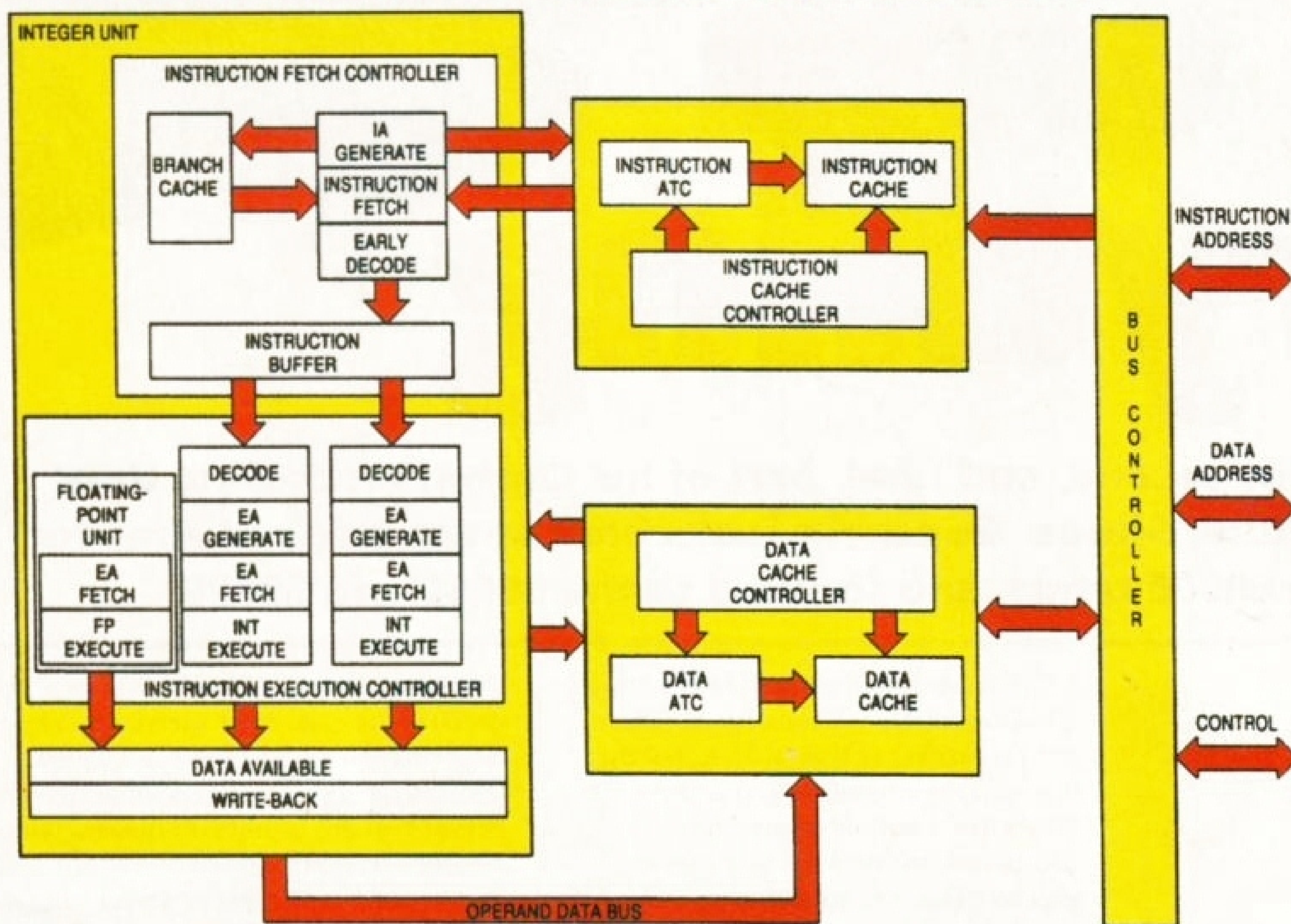
The full-blown 68040 has an on-chip FPU which works 10 times as fast as the 68882 on common operations like addition and multiplication, but does not directly support trigonometric functions. These are intercepted by 68040.library and performed by sequences of core instructions.

The overhead of trapping and re-working instructions may retard the 68040 FPU, and it can be tricky to program for top performance – the FPU gains its speed by performing successive parts of each instruction simultaneously, and unless you program with this pipeline in mind you end up with code that runs at only about a third of the theoretical maximum speed.

The majority of games and utilities steer well clear of floating point arithmetic, so they are not affected by the addition of an FPU. But some applications – notably spreadsheets, fractals and 3D rendering – spend almost all their time performing floating point arithmetic, and these are dramatically accelerated by an FPU.

Motorola's co-processor interface allows up to eight processors to share the burden of decoding and executing instructions, although systems with more than one FPU are rare and are actually not directly supported by *AmigaDOS*.

BLOCK DIAGRAM OF THE MOTOROLA 68060



The 32-bit 68060 processor: each unit can be disabled so that power is used only when the unit is enabled and executing an instruction.

which store data and instructions to save repeated memory transfers. These caches are between 20 and 50 times faster than the so-called Fast memory of the standard 72-pin memory modules used in A4000 and many A1200 expansion boards. Yet those RAM chips are still four to eight times speedier than the Fast RAM expansion in a humble A500, however slothful compared with on-chip cache.

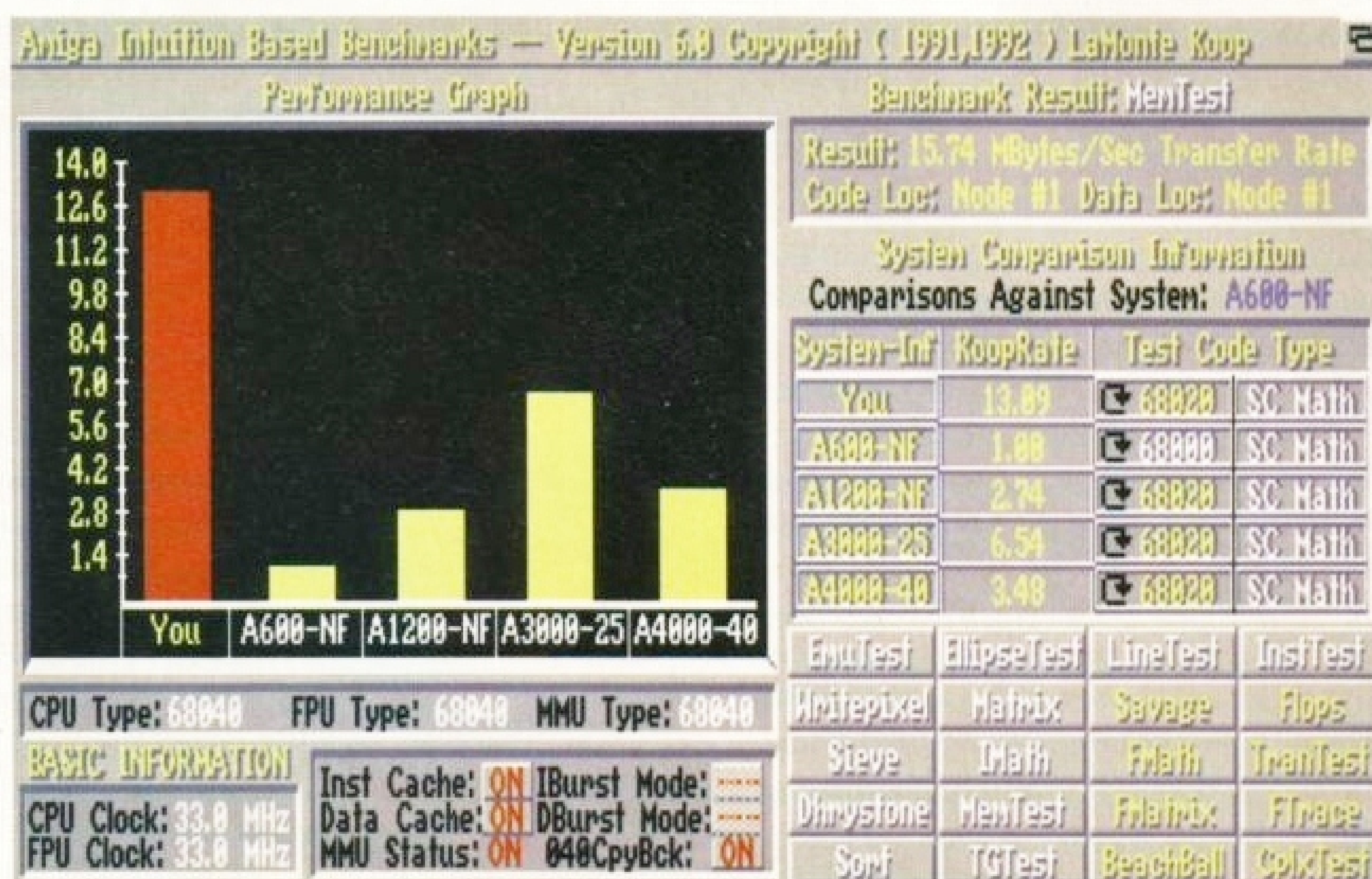
To keep both integer units busy the 68060 can access 96 bits (three long words) in its Data and Code caches in each instruction cycle. The 68040 can stall while writing data back to main memory, so the 68060 has additional store buffers and a push buffer so that the data cache can be re-used while results are spooned out to other chips.

The snag is that the neat orthogonal nature of the 68000 has been messed up by the extensions in the 68060. It has been designed to run existing 68000 programs without problems, but, as usual, it takes detailed knowledge of the target processor to get the best performance.

Motorola processors since the 68020 can read 32 bits at a time, twice as much as the 68000, but this is no help if you ask them to read from an address that straddles two 32-bit locations. Long words are addressed in steps of four bytes: 0, 4, 8, 12 and so on. If you store 32 bits of data at an in-between location, like 2, the 16-bit 68000 is indifferent, but you halve the speed of 32-bit systems which must write two bytes to the first long word and the remainder to the second.

The 68060 optimisations mean that code speed can vary by a further factor of two depending on the exact order of instructions. It's more efficient to work on two results alternately, rather than in sequence, so the second integer unit can play its part.

Existing programs and compilers are unlikely to deliver the full potential of the 68060. The fastest 060 code will be custom-written specifically for the chip, and it will be quite a while before it arrives.



***SysInfo* isn't the most reliable benchmark, but given that all such software is biased in one direction or another, it's as good a guide as any.**

TABLE 1 – RAW PROCESSOR SPEED BY PROCESSOR VERSION

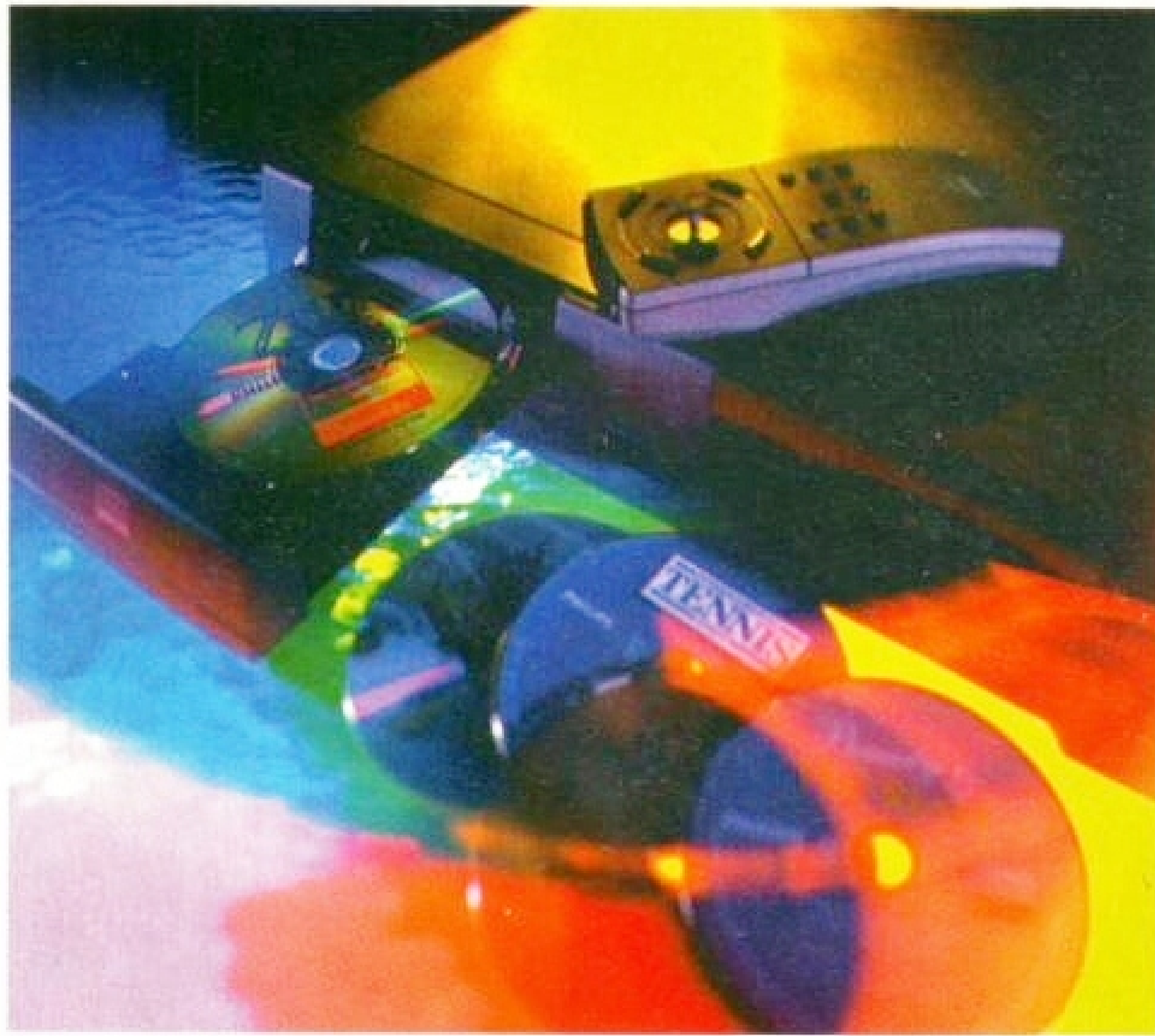
Processor	Max Clock (MHz)	Instruction Rate	Max Throughput
68000	12	2	24
68EC000	16	2	32
68008	10	1	10
68010	12	2+	24+
68020	33	4	133
68EC020	25	4	100
68030	50	4	200
68EC030	40	4	160
68040	40	8	320
68060	66	16+	1067+
68070	17.5	1.2	20

Notes: These figures are theoretical maxima for the simplest instructions. The '+' for 68010 and 68060 throughput indicates that they have scope for branch optimisations.

TABLE 2 – INTEGER, FPU AND MEMORY THROUGHPUT

System	*SysInfo* MIPS	*SysInfo* MFLOPS	*AIBB* Memory
1Mb A600	0.55	N/A	1.20
A600 fast RAM	0.75	N/A	1.23
2Mb A1200	1.33	N/A	3.27
A1200 expanded	2.50	0.61	6.02
A3000/25	4.84	0.76	7.86
A4000/040	19.10	4.84	4.18
A4000/Warp 33	25.44	6.45	15.74
Cyberstorm 060/50	39.85	27.79	23.87

Notes:
(a) CBM *SetPatch* can affect timings.
(b) *SysInfo* MIPS test under-rates a 68060 as it only uses one integer unit.
(c) *SysInfo* MFLOP test under-rates a 68040 by stalling the FPU pipeline.
(d) Expanded A1200 features a 20MHz 688882 FPU + 2Mb Fast RAM.
(e) Cyberstorm 68060 timings are for a pre-production unit.



The Philips CDi console is the only notable machine to use the 68070 processor.

THE RETROGRADE 68070

The 68070 has been available for years and used in computers and consoles – but not Amigas. It is 68000-compatible, but not made by Motorola. In the late Eighties Philips produced a version of the 68000, and rather cheekily called it the 68070. The instructions are the same as for the original 68000, but it has on-chip extras and runs at clock speeds up to 17.5MHz.

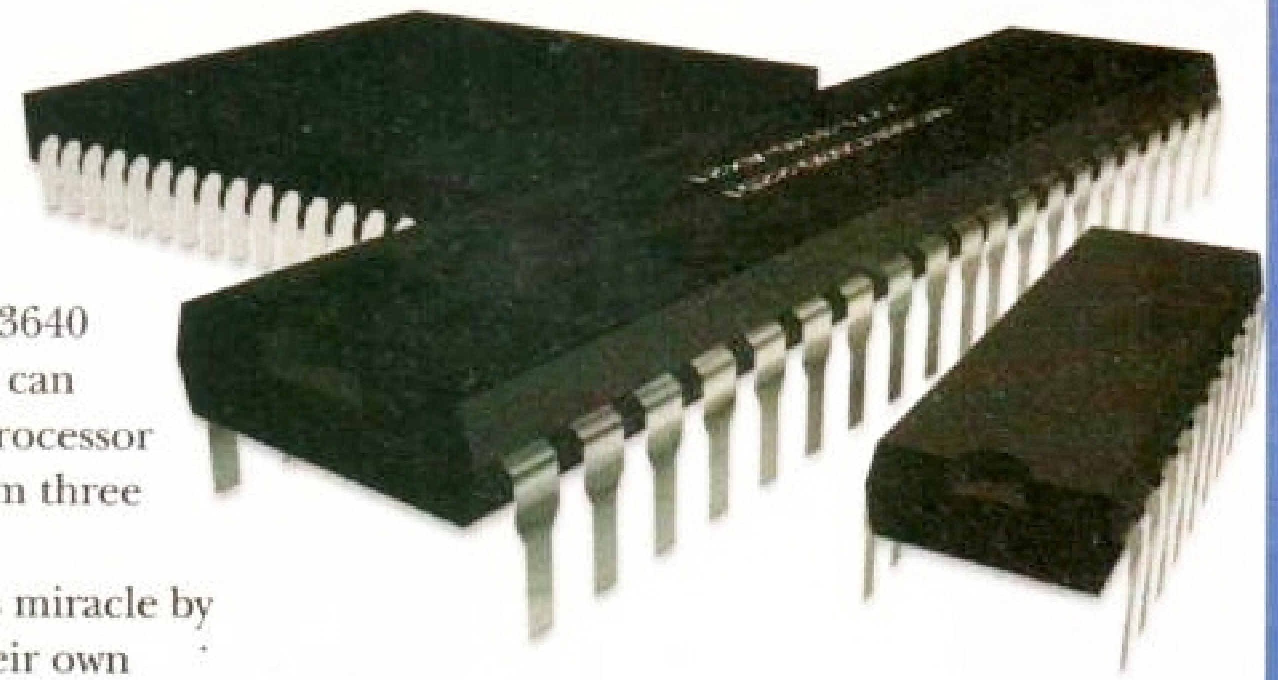
The SCC68070 includes two serial ports, a memory management unit, programmable timers and a DMA controller to move memory around without processor intervention. It uses less power than Motorola processors, but that's the end of the good news. The instruction sets may correspond, but the inner workings are quite different.

The logic of the 68070 is less streamlined than Motorola's. It takes seven clocks to execute even the simplest instruction, compared with four for the 68000. Multiplication and division grind through every bit of the data, whereas Motorola process them two at a time and stop as soon as they've got the result.

Timings are not data-dependent, but are invariably slower than a 68000 at the same speed, and a third of the speed of a 68020 or 68030. So far the only well-known machine to use the 68070 is the CDi – unsurprisingly, also made by Philips.

FASTER THAN COMMODORE

Last month I explained the limitations of Commodore's ageing 68040 board, the 3640. It is constrained by 68030 emulation hardware, which almost halves the speed of access to fast motherboard memory and stops it using Motorola's fast 128-bit line transfer mode. MacroSystems superseded the 3640 with their Warp Engine, which can re-use Commodore's plug-in processor and memory while linking them three times as quickly.



MacroSystems manage this miracle by moving the Fast RAM on to their own processor board, right next to the transplanted 68040, and implementing the 68040 burst interface, albeit so far only within their board. Local memory sockets push the capacity of a fully expanded machine to 130Mb.

Warp Engines can transfer 16 byte lines in just 10 clock cycles (four for the first long word, and two each for the next three) where the 3640 needs seven cycles for each four bytes. In conjunction with a slight clock boost – to 28.6363MHz, conveniently twice that of the A1200 – they move large memory areas three times as fast. Yet more impressively, the NCR 53C710 controller squeezed on to the same board shares access to memory, transferring Fast SCSI data flat out yet hardly impeding the processor.

The German-designed Cyberstorm goes even further, as long as you can afford to add memory in 64-bit chunks. It can use two standard memory banks alternately to deliver 64 bits in just three cycles, or 128 bits in five. Again the benefit is most evident on large memory moves, but can also speed up long programs.

Syndicate is so ridiculously fast on the Warp Engine that it is almost unplayable.

Warp Engines and Cyberstorms fit the standard A4000, running a 68040 at speeds up to 40MHz, but you need Extra-Fast memory to get the full benefit. There's a version of the Warp Engine for the A3000, and a similar Cyberstorm is in development, but the German board is too big for the slimline tower A4000T.

Both firms promise 68060 boards, initially adapted from their 68040 designs. A team in England is developing an awesome all-new 68060 expansion for the A1200, attracting keen interest from Ramiga International, UK distributors of A1200 towers. Even old stagers are not forgotten, with a team in the States beavering away on a 68060 board for the humble A2000, the mainstay of many US TV and animation studios.

BEYOND THE 68060

Motorola take the Embedded Controller idea to its limit with the 68300 series of chips, based on a 68020 core with space for application-specific hardware on the same chip. Some just add timers and serial ports, rather like the Philips 68070, but later versions are customised for particular markets like engine management and industrial control.

With plans to pack the Amiga custom chip set into a smaller number of chips, they could share space with Motorola on a single chip. This would reduce costs and could speed up the Amiga, but probably not to 68040 or 68060 levels.

Motorola remain coy about the next big advance in the 68000 series, and it seems likely that the 68060 will lead the pack for several years. Current 68060s use a 50MHz clock, with 66MHz ones due soon and faster models to follow.

Since the 68030 Motorola have arranged Cache memory in 128-bit wide lines, rather than 32-bit long words, and one easy way to speed up the design would be to add extra data lines, fetching 64 or 128 bits at a time.

The internal operation of the 68060 has been streamlined to the point where all the original 68000 addressing modes can be processed in a single cycle, and future generations will boost the complex modes introduced with the 68020. Beyond that, the 68000 range must burst through the four gigabyte barrier imposed by 32-bit addressing, and come to terms with memories more than 128-bits wide. But there's plenty of life in the old dog yet.

Processor speed is not the whole story. System performance is also affected by memory speed, peripherals and programming style, and there's no magic formula to find out the speed of a real system, short of timing its performance on real software. This will almost always be less than you'd expect from naive comparisons like the MIPS test in *SysInfo* and *AIBB*, but they don't do anything useful so they tend to generate more heat than light.

If you're a games player there may be little point in speeding up your Amiga. *Syndicate* is so fast on a Warp Engine that it's almost unplayable. *Formula 1 Grand Prix* could use the speed, but, like many older games, it is not compatible with the 68040. Accelerators come into their own if you use the Amiga creatively for graphics, programming or real-world modelling.



Syndicate is far more at home on an A1200.

WHO ARE MOTOROLA?

Motorola is one of the biggest electronics companies in the world. They are based in the USA but have big chip factories in Scotland and the Far East.

They don't just make processors, but also manufacture radios, telephones, satellites, displays, car parts and all sorts of electronic components. Their first microprocessor was the 8-bit 6800, introduced in 1974. They have a reputation for making processors that are better organised and easier to program than their rivals' chips.

It's a kind of magic

A storm is raging in the Amiga world as serious users everywhere debate the new *Magic User Interface* program. Vital new development, or clumsy, memory-hungry gimmick? Mat Bettinson tries to find out which...

The words *Magic User Interface* cause strong emotions in many an Amiga user's heart – for some they're negative emotions, for others positive, but they're always strong. *MUI* is at the centre of a debate between Amiga developers and users which, though clouded with some ignorance, has at its heart some important criticisms.

WHAT IS MUI?

This is not just a program that you run to perform a task – it's a combination of developers' tool and graphical user interface system, and it has numerous advantages over the most popular GUI constructor, *GadTools*.

With *GadTools*, the GUI program code is built in to every application. It's small, and it's efficient – every Amiga owner will have programs that have GUIs created by *GadTools*. Basically it's the benchmark by which *MUI* is measured. *GadTools* and *MUI* provide the actual buttons, windows and graphical user interface that you operate when you use a GUI-equipped program.

WHAT DOES IT DO?

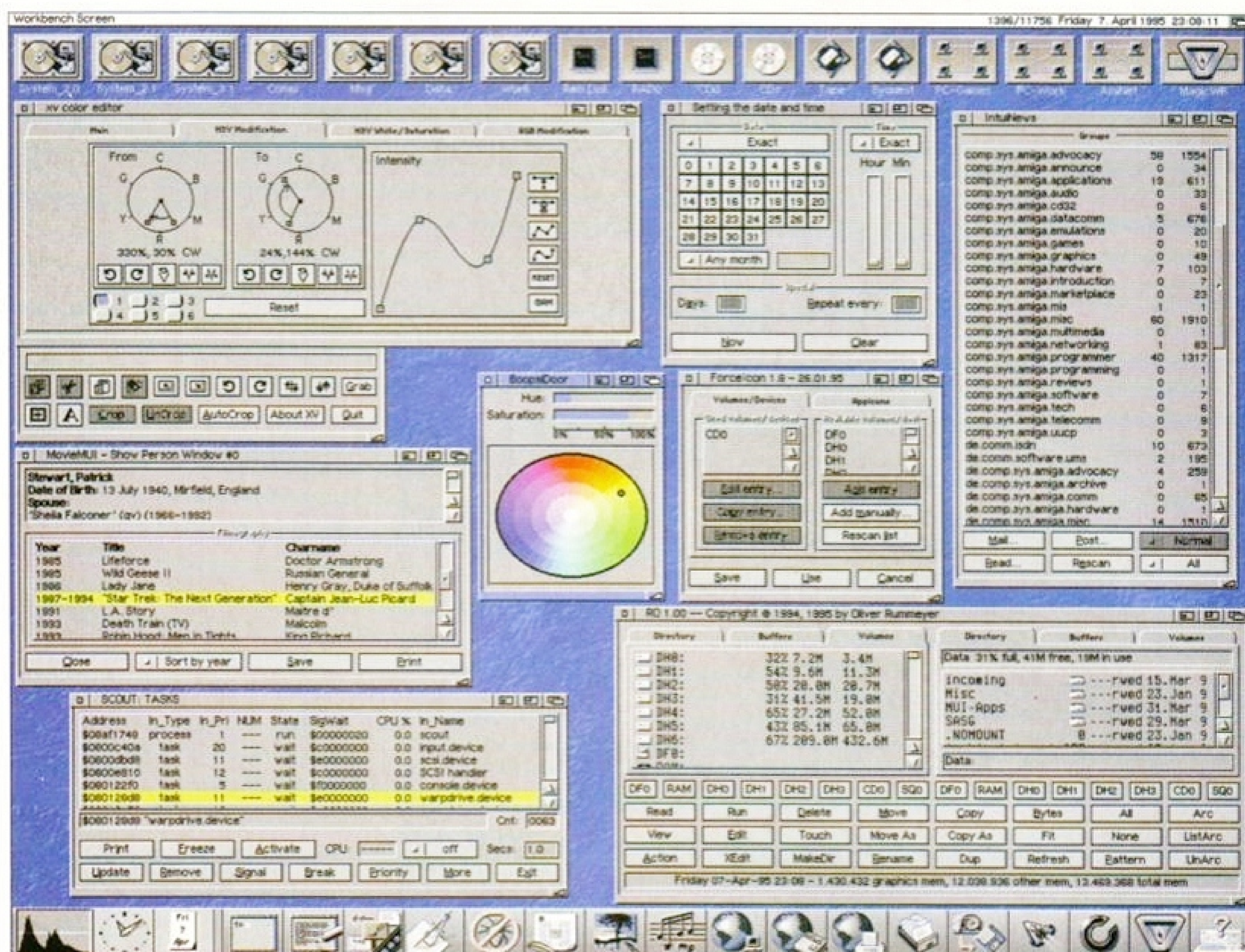
The short answer is a great deal. Perhaps one of the most impressive features is that *MUI* is an 'intelligent' lay-out engine: so the program defines the size of buttons, gadgets, listers and scrollers in terms of a percentage of the screen, rather than in absolute terms the way *GadTools* does.

This means that as you resize an *MUI* window, all the gadgets and the entire window lay-out resize to fit. It's quite impressive. Developers don't decide exactly how your programs look any more, you do – and with *MUI* you have a lot of control over how things look and behave. What's more, simple definitions by the programmer yield spectacular results, so developers have more time to spend on programs, rather than wasting all their time perfecting the GUI. It is perhaps for this reason that *MUI* is gaining support among developers all around the world.

Other features – such as *MUI* windows remembering where they last were, listers inside listers, and operations such as refresh schemes – may not be apparent until you've played with it for a while.

Set up your favourite GUI preferences, and all *MUI* applications will use them. Define patterns and colours to cover your gadgets; cycle around the window with just a tap of the Tab key; exploit the many ways of using the same gadgets – these are just a few of the many lovely little bonuses that make a program built around *MUI* such a pleasure to use.

In fact, you can save individual preferences for each program via the *MUI Prefs* program, but you need to be a registered user to take advantage of that facility. Otherwise, *MUI* need not be registered at all, so you can use the vast majority of its features free of charge.



Just a handful of the applications *MUI* offers. You should be able to see that many have separate preferences, saved individually.

MUI – THE STALWARTS

You might be beginning to wonder how anyone could have a problem with it. Well, *MUI* isn't without its drawbacks. For starters, it consists of a drawer full of gadgets which must always be available. Clearly, a no-no for floppy-disk users.

The MUImaster.library is over 200K in size, which is rather a lot on low-end machines, especially if you're just calling up a tiny *MUI* application. The *MUI* distribution is about 500K in size.

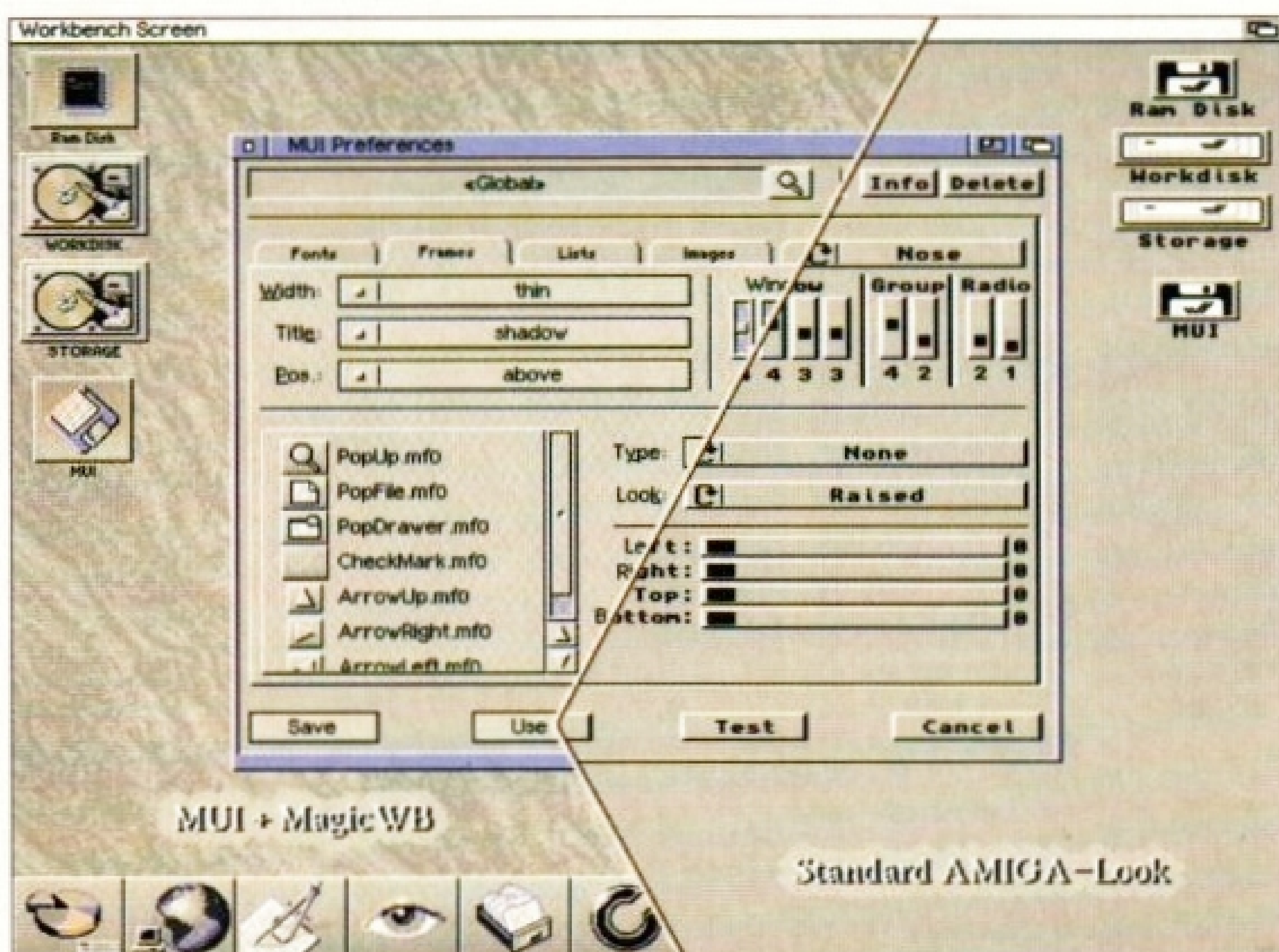
MUI windows and applications redraw quite a bit slower than their *GadTools* counterparts. Complaints about *MUI's* speed are heard from users with even the fastest CPUs. If you're used to *GadTools*, *MUI* seems slow.

There's also the argument that users are forced to pay for a development tool whether they want it or not – but the speed and memory problems are the key ones.

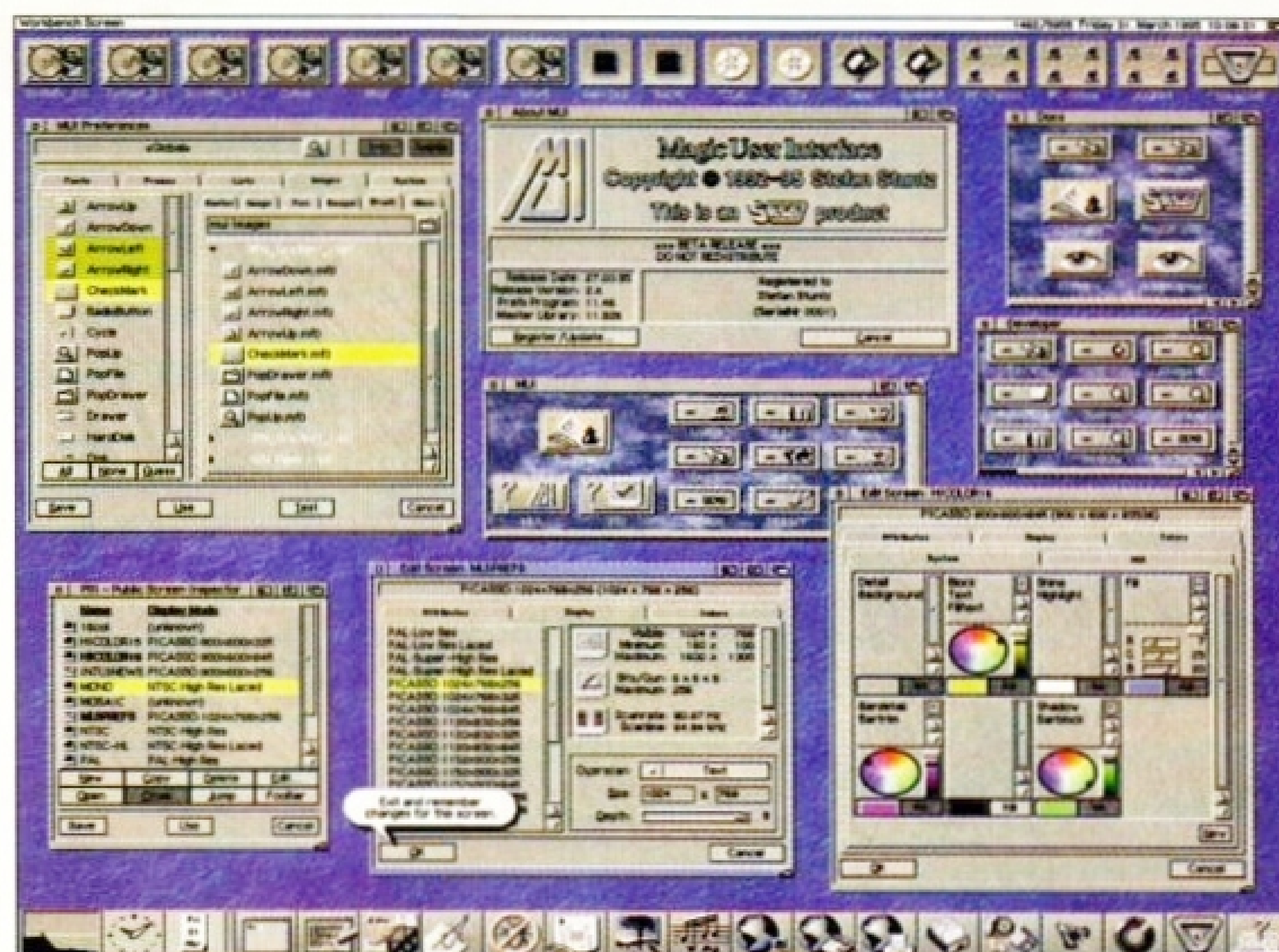
SUPPORT SHAREWARE

***MUI* is Shareware. This means it won't cost a bean to use, but if you like it, or need the extra features that the registered version provides, you should register. Your support will ensure that PD programmers can continue working on excellent projects such as *MUI*. *MUI* was created by Standardised Amiga Shareware Group, a German authors' collective founded by Stefan Stuntz. They also do *Magic Workbench*.**

Registering *MUI* or any of their other products costs £15. A registration program comes with *MUI*. The UK registration site is: Paul Jewell, 7 Fairfield Avenue, Cardiff CF5 1BR. Registration through a bank draft is also possible: Paul Jewell, Account 7574426, Sort Code: 30-98-94 (Lloyds Bank).



This comparison shows the difference between an Amiga screen with a stock Workbench and the far more interesting *MUI*-equipped version.



This Workbench belongs to *MUI* author Stefan Stuntz and is given the whole *MagicWB* and *MUI* treatment – it's running on a Picasso graphics board to get the resolution.

Rather than talking about the pros and cons in depth, I thought I'd take a typical *MUI* user, Andy Aldridge, and put his points to the author, Stefan Stuntz.

Andy: "*MUI* is a development tool and should be incorporated in the applications that use it – foisting it on end users is unfair. I could possibly accept it if the Prefs program was freely distributable, but to charge a Shareware fee is an abuse of the concept of Shareware."

Stefan: "The decision to charge not only the programmers but also the users wasn't made easily. But after about a week of thinking and talking to other Amiga programmers in Germany, we found that this was the only way for *MUI* to become a standard, apart from giving it away free.

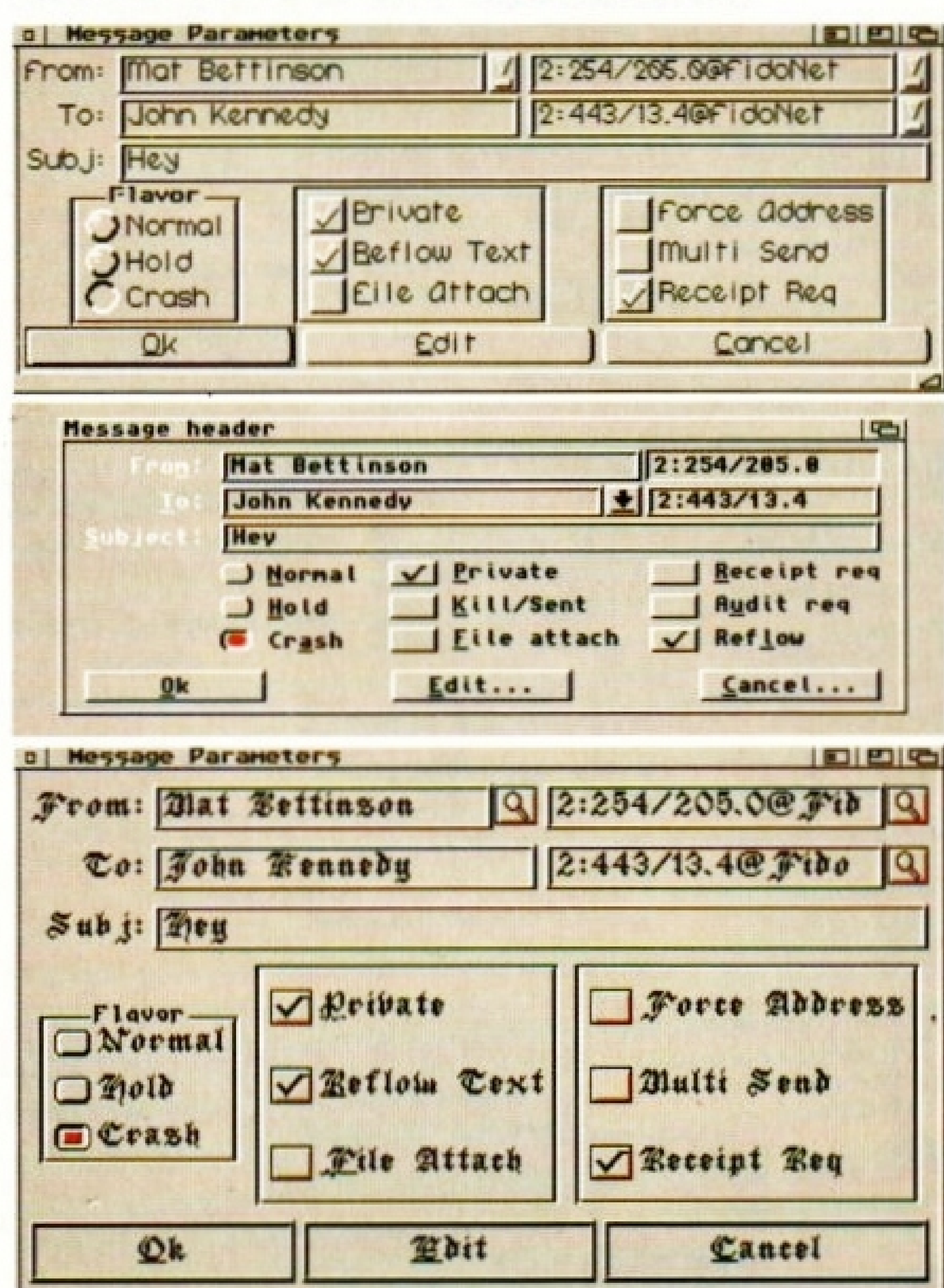
"The Amiga PD market is unique. There are thousands of people who write programs just for fun and who keep the Amiga alive. If I charged a PD programmer US$100 before they could work with *MUI*, very few PD applications would use it. Because PD is by far the most important thing on the Amiga, establishing a standard without the acceptance of PD programmers is impossible."

Andy: "*MUI* is a memory hog, the library takes up 200K of memory, before you've even loaded any applications. To someone running it on a standard A1200, it's a fair chunk of memory. And *MUI* is slow – on anything less than a 68020 it's close to unbearable, particularly if you're running it with just 2Mb of RAM."

Stefan: "Yes, an application with an *MUI* front end needs more memory and is slower compared to a hardcoded Topaz 8 *GadTools* interface. That's the price you have to pay for flexibility.

"However, as more programs use *MUI*, memory gets less important because they all use the same code. Speed and size are important topics for *MUI*, but you simply can't expect a 7MHz 1Mb Chip RAM-only Amiga to offer the same performance as an A4000. And you simply can't expect a font-sensitive and resizeable GUI to run as quick as a hardcoded Topaz 8."

SPOT THE DIFFERENCE...



Three of a kind. The top and bottom screens have been customised using *MUI and* the middle one is the *GadTools* equivalent. *GadTools* may be quicker, but I know which I'd rather use.

LOVE IT OR HATE IT?

Despite the drawbacks, *MUI* is fast becoming the GUI of choice in many European Amiga communities.

One developer, Paul Colclough, implemented a *GadTools* front-end for his *Cyberlink* Fido mailer program. He saw this as a selling point over an Italian rival, *GMS*, that uses *MUI*. Then later, he decided to implement an *MUI* front-end for *Cyberlink* that was optional.

Says Paul, "It's a brilliant piece of software. I hated it to start with, but after I wrote a small program with it I was really impressed and sent off for the registered version. Coupled with *MUIBuilder*, it's the best GUI environment around.

"The non-*MUI* GUI interface took me about two weeks to design, code and make a working version. I'm not going to edit or add anything else to the GUI because it takes so bloomin' long. The *MUI* GUI took one day to create from scratch, including all codes, working, and even working out how to use *MUIBuilder*.

"The bonus of being able to just attach on the end of the object list is great too. I'm constantly adding bits to the *MUI* version and tend to neglect the non-*MUI* one. I also like the external *MUI* classes, the gauge and scale classes are great."

CONCLUSION

MUI's biggest problem is that it's that bit beyond the average hardware capabilities of today's Amigas. The preferences and the resizeable lay-out engine suit an A4000 with a graphics board, but how much use is all this to A1200 owners?

Not much, since it's my guess that they'd rather have the speed of a compact *GadTools* interface. Still, it's not to say that we shouldn't look to *MUI* much more seriously in the future. The Amiga already lags behind in CPU power but with future Amigas the balance will be redressed.

MUI is much more efficient than any PC GUI system and has considerably more features. An accelerated Amiga running OS enhancements including *MUI* on a third-party graphics board looks, feels and behaves like the Amiga of tomorrow, as some of the screen-grabs here show.

You can find the *MUI* archive (currently at version 2.3) in any good PD library or BBS. Give it a good look and decide for yourself. There are already a host of *MUI* applications which show it off and there are also *MUI* replacements for standard Workbench tools. Having all my programs pop up where they're supposed to is a godsend.

Anything that isn't resizeable is staring down the barrel of obsolescence with the next generation of machines, with resolutions so high that they are hardly usable without a magnifying glass. Oh yes, where is my *MUI* magnifying glass?

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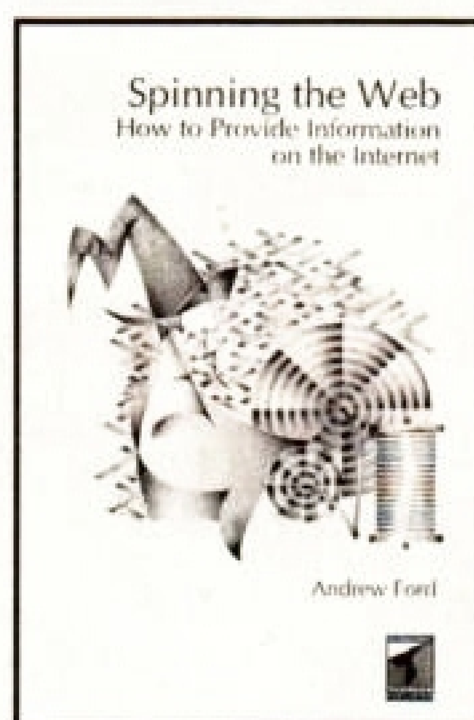
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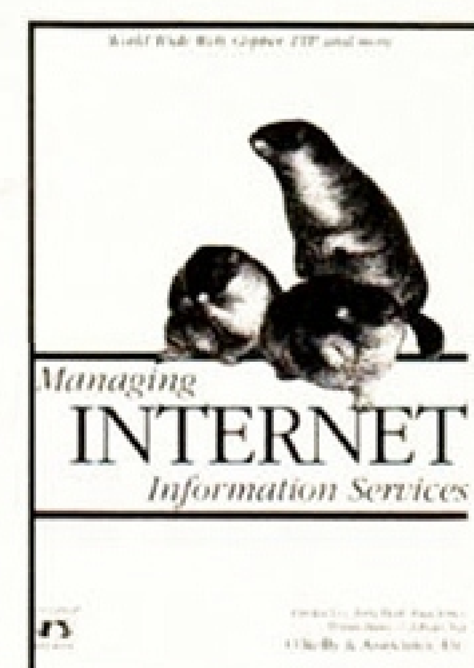
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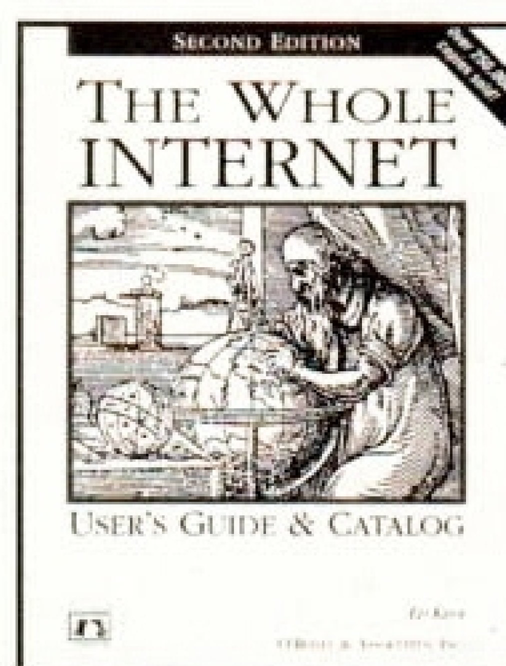
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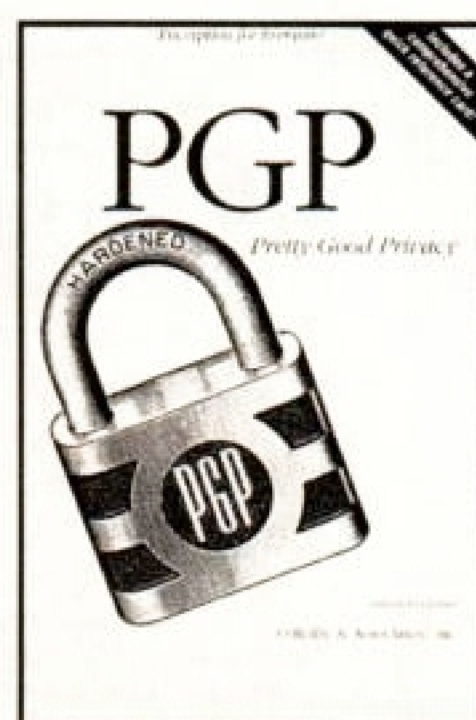
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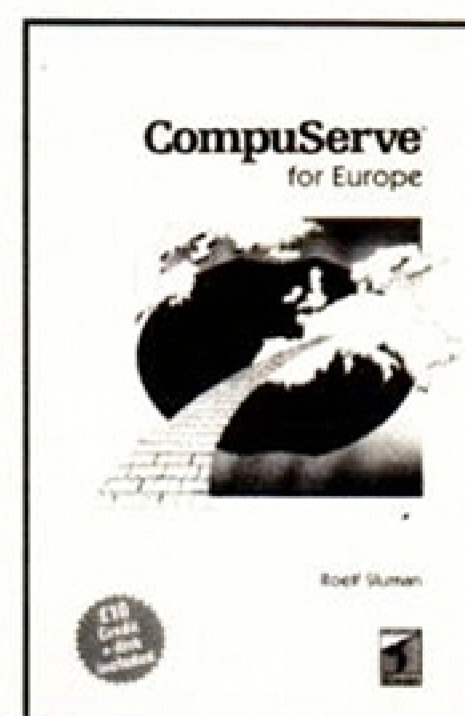
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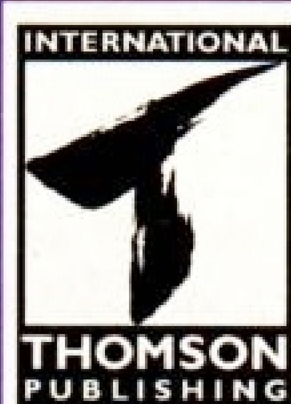
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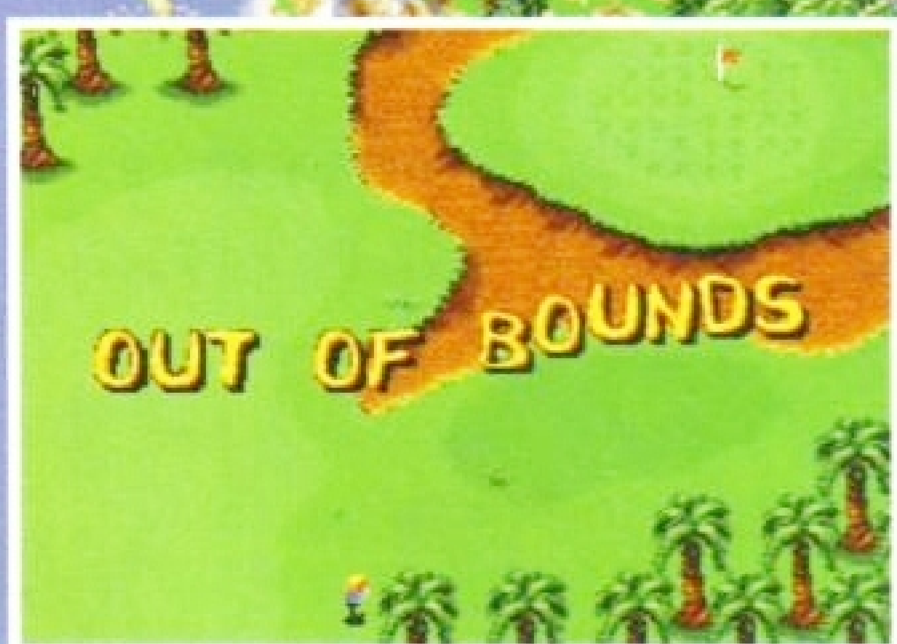
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SCREEN PLAY

Colonization

If what you want in a game is depth, breadth, intelligence, playability and a chance to conquer the new world .... page 47



The words 'rather silly' and 'very good fun' meet up again for another Sensible game review... p64

AMIGA FORMAT QUIET? NOT REALLY



The summer months are traditionally quiet times for Amiga games – but considering that no machines have been on the shelves for an age, the market is holding up extremely well, with some fine releases this month and the promise of an even better selection next month. Look out next month for the finished versions of *Doom*-clones *Fears* and *Gloom*, and graphic adventure *Flight of the Amazon Queen*.

Sid Meier's follow-up to *Civilization* has finally popped its head through the door and Nick Veitch has spent most of the month Colonizing to his heart's content. To find out exactly how content, flip to p46.

Anco's eagerly awaited *Player Manager 2* makes a double guest appearance this month on both the Coverdisk and p52. Is it the definitive football management game, or a mere pretender?

Elsewhere, *Sensible Golf* (Sensible Software's Amiga finale) chips in, but will it make the green or flounder in the bunker? And there is a sort of *Doom* cum *Wolfenstein* affair, *Behind the Iron Gate*, for Steve McGill to scrutinise on p49. Re-release highlights include *Flashback* and an early return for Ascon's fabulous *On the Ball: World Cup Edition* while CD32 owners will relish *Super League Manager* – your very own footie management game, at last!

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to be flawed.

50-59%
Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49%
Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40%
The absolute pits.

IN PREVIEWS THIS MONTH ARE...

LOADS OF GAMES ON THE WAY p43

Now the Amiga's future looks more certain, we're hearing much more news of quality Amiga games and there's some exciting stuff due for release soon.



PLAYER MANAGER 2: Simply the best?



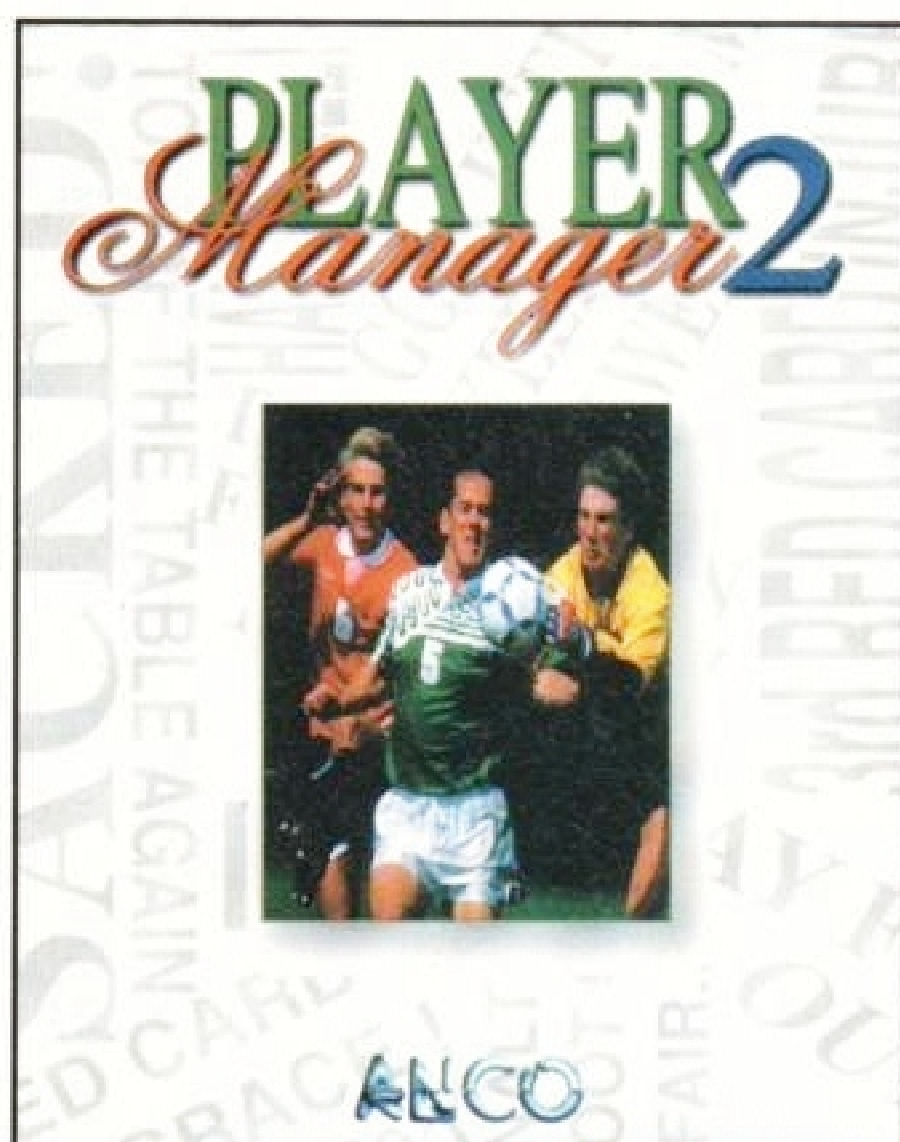
ROADKILL: Guns are better than road-sense.

REVIEWS

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PLAYER Manager 2

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OVER TO THE PANEL...



92% RATED

"Player Manager 2 is verging on unmissable. Everything you'd ever need in this type of game is included. The original Player Manager was superb but this surpasses it in every way imaginable! Totally recommended for all Amiga owners." **Amiga Action 92%**

"The tactics editor is nothing short of amazing... Player Manager 2 has great depth and lastability... Anco have produced a second game worthy of the name Player Manager. Realism, lastability and playability were the hallmarks of the original and PM2 has upped the stakes." **CU Amiga 86%**

"It's here now and it's been worth the wait... Take the playability that wowed games from Kick Off 2 and add practically every dimension of football management and you've got Player Manager 2." **CVG 85%**

"The most in depth and exciting management game ever" **Match Magazine**

"If you want a serious statistical football game with plenty of thrills then Player Manager 2 comes top of the list" **Amiga Computing 94%**

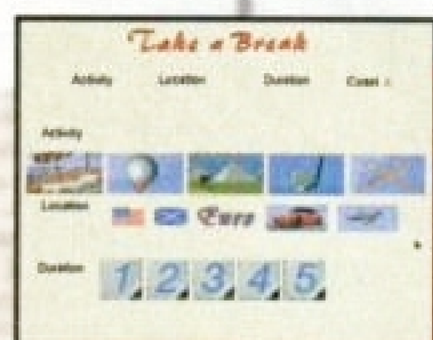
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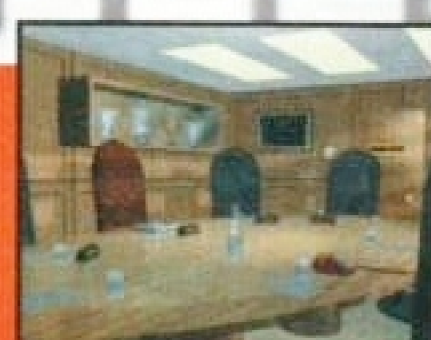
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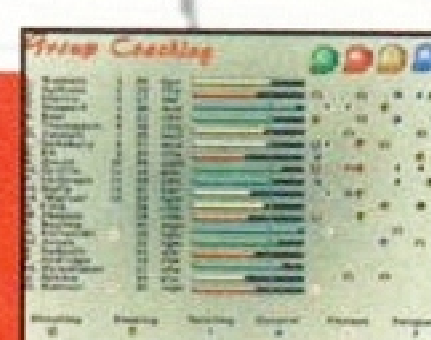
"On the field or off, there isn't a game that can touch Player Manager 2" - **CVG**

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And you thought that there weren't going to be many more Amiga releases. Silly. Steve Bradley checks out what's up and coming in the weeks ahead...

Previews



Will our thirst for the football management game ever be quenched? The huge-selling *Championship Manager* spawns a sequel in the month of September.





Ascon's follow-up to their ground- breaking footie management sim *On The Ball* is the Formula One racing game, *Pole Position.* TV-style coverage with rendered graphics is promised.

CHAMPIONSHIP MANAGER 2

Domark 0181 780 2222

Championship Manager has always been one of the best management simulations around, though in recent months a few star pretenders have shone brightly, including *Super League Manager, Ultimate Soccer Manager* and *On The Ball: World Cup Edition.* Yes, the style of the sub-genre is changing. No longer are we happy with reams of stats and dull spreadsheets. *On The Ball* introduced elements of soap opera, while *USM* had its own business sim as well as a *Theme Park*-esque sub-game concerned with ground development.

So, Domark have announced *Championship Manager 2.* What are they going to do to make it significantly different from the rest? Well, it's been re-written and will include international as well as club teams enabling you to manage sides in the World Cup and all that kind of stuff.

Fans of games with real players and an abundance of stats will be pleased to learn that key tackles and shots on target will feature and it will also be multi-player. We'll find out in September whether it's any good.

POLE POSITION: FORMULA ONE TEAM MANAGER (A1200)

Ascon/Daze 0171 372 7435

Ascon's have switched sports in their follow-up to *On The Ball: League Edition.* Instead of managing a football team, you get to take the helm of a motor-racing team in *Pole Position: Formula One Team Manager.* You are a sort of Mr Benetton (or Mr Williams) as you play the owner of a new team racing for the World Championships. Apparently, there will be TV-style coverage of each race with rendered graphics and you can develop new motors and put the prototypes through testing. And you have to man-manage the team and conduct press conferences. OK, so it might not *sound* all that exciting, but let's wait until September, eh?



And here are the racers, all with differing skills and temperaments, apparently.

WHEELSPIN

Black Legend 01438 840004

Now here's an odd cookie, as yet unfinished (hopefully by a long chalk). A rendered 3D racing game with spick looking courses and very odd cars – a sort of *Super Skidmarks* meets *ATR* at the corner of posh street – but rather lacking, admittedly from our preview disks, in that old chestnut, gameplay.

Every time you catch the trackside, you come to a total halt. And the cars seem to be sort of, well, not quite on the track, travelling at odd angles around the bends. Hope they're still tweaking.

Continued overleaf ➡







The pictures of the cars are beautifully rendered in 3D but at the moment this beauty hasn't quite spilled over to the gameplay of *Wheelspin.* We can but hope.



STAR CRUSADER

Gametek 01753 553445

Back in April, we took a brief look at Gametek's form, mentioning *Bureau 13, Baldies, Brutal: Paws of Fury* and *Star Crusader*. And glancing upward at the title, you'll realise it's *Star Crusader* we're taking a closer look at this month. A 3D *Wing Commander*-esque space strategy cum shoot-em-up should fit the bill as a description of apt proportions. On the back of the box of the previously released PC CD-ROM version, it reckons that *Star Crusader* features "ultra-realistic battle scenes", but as we haven't yet seen a war in space, we really couldn't comment on the reliability of that description.

So, you're a high ranking pilot for the Gorenes, a vast empire that likes ruling everybody else, and basically you've found some troublesome folk who don't like the idea of you entering their back yard and settling on their settee. Included are 104 missions though you don't have to complete them all in linear fashion. But 3D rendered battles in space sounds a good thing and with bated breath we await the Amiga release. Shortly.

A futuresque space adventure cum strategy cum shoot-em-up is the order of the day in *Star Crusader*. And these are Amiga screenshots, too.





Gametek's *Star Crusader* has already had a PC and PC CD-ROM outing and the Amiga version is due imminently. We're not sure who the chap with the green face is, though.

The top games



The charts are copyright ELSPA

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk. computing/amigaformat.html





THIS MONTH'S FULL-PRICE TOP 20

1 (-)	**Ultimate Soccer Manager** (Impressions)	84%
2 (1)	**Super Skidmarks** (Acid Software)	FG92%
3 (2)	**Sensible World Of Soccer** (Renegade)	FG95%
4 (4)	**Beau-Jolly Compilation** (Beau-Jolly)	FG90%
5 (7)	**Premier Manager 3** (Gremlin Interactive)	85%
6 (9)	**UFO: Enemy Unknown** (MicroProse)	FG90%
7 (10)	**Jungle Strike** (Ocean)	87%
8 (8)	**PGA European Tour** (Ocean)	83%
9 (3)	**Manchester United: The Double** (Krisalis)	59%
10 (11)	**Cannon Fodder 2** (Virgin)	FG90%
11 (18)	**Championship Manager Italia '95** (Domark)	65%
12 (-)	**F1 – World Championship Edition** (Domark)	76%
13 (16)	**Rise Of The Robots** (Mirage/Time Warner)	18%
14 (Re)	**Kick Off 3** (Anco)	75%
15 (14)	**Football Glory** (Black Legend)	80%
16 (-)	**European Superleague Soccer** (CDS)	**Not reviewed**
17 (12)	**World Cup Year '94** (Empire)	FG94%
18 (6)	**Theme Park** (Bullfrog)	FG91%
19 (17)	**Crystal Dragon** (Black Legend)	75%
20 (-)	**FIFA International Soccer** (Electronic Arts)	79%

Top 10 CD32

1	**Super Skidmarks** (Acid Software)	FG92%
2	**Lemmings** (Psygnosis)	FG92%
3	**Subwar 2050** (PowerPlus)	84%
4	**Super Putty** (System 3)	FG91%
5	**The Clue!** (Neo)	74%
6	**Microcosm** (Psygnosis)	87%
7	**Jungle Strike** (Ocean)	87%
8	**Roadkill** (Acid Software)	75%
9	**Beneath a Steel Sky** (Virgin)	FG94%
10	**PGA European Tour** (Ocean)	83%

Top 10 Budget

1	**World Class Rugby** (Audiogenic)	64%
2	**Shadow Fighter** (Gremlin Interactive)	89%
3	**Terminator 2 – The Arcade Game** (Virgin)	70%
4	**Dune 2** (Hit Squad)	79%
5	**Monkey Island 2** (Kixx XL)	FG93%
6	**King Pin** (Team 17)	67%
7	**Battle For The Ashes** (Audiogenic)	**Not reviewed**
8	**Premier Manager 3 Multi-Edit** (Gremlin Interactive)	**Not reviewed**
9	**Bill Elliot's NASCAR Challenge** (Advantage Point)	67%
10	**Indiana Jones and the Fate of Atlantis** (Kixx XL)	FG90%

Top 10 A1200

1	**Ultimate Soccer Manager** (Daze)	84%
2	**UFO: Enemy Unknown** (MicroProse)	FG91%
3	**Burntime** (Max Design)	80%
4	**Roadkill** (Acid Software)	75%
5	**High Seas Trader** (Daze)	67%
6	**Theme Park** (Bullfrog)	FG91%
7	**Football Glory** (Black Legend)	80%
8	**Sim City 2000** (Maxis)	FG92%
9	**Guardian** (Acid Software)	89%
10	**Premier Manager 3** (Gremlin)	85%

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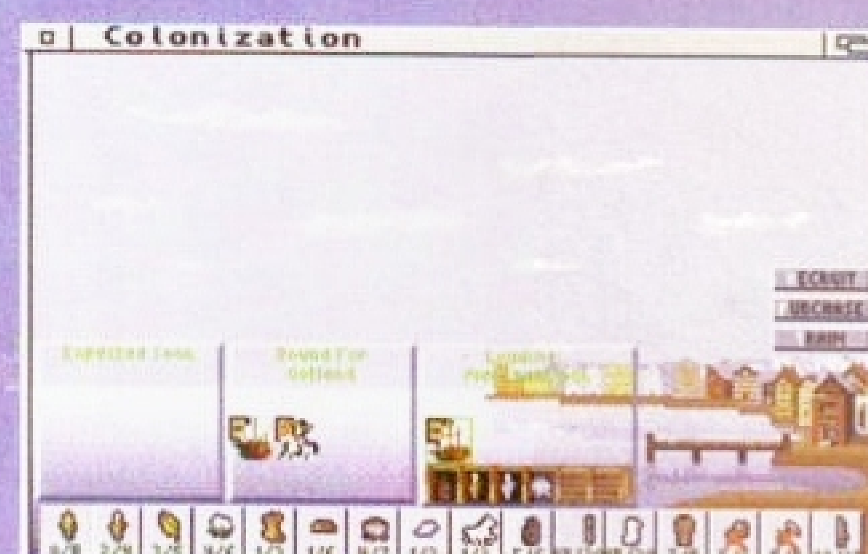
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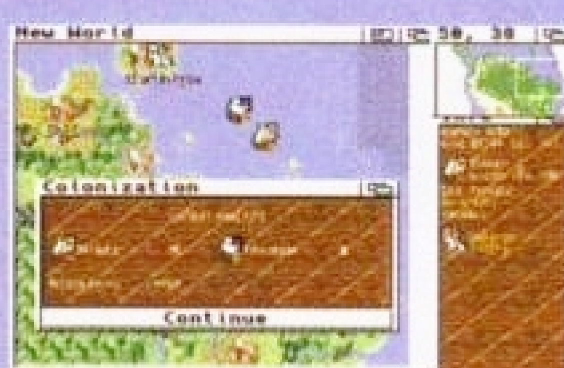


Colonization



Your European port is where you get hard cash for your goods, after the evil king takes his slice.





In a tip of the hat to *Pirates!* you can plunder or be plundered on the High Seas.

America. Land of the free, home of the brave. Or actually, as you will find out when your own pilgrim fathers first shuffle nervously ashore in the new world, home of the braves.

Colonization is the eagerly awaited Sid Meier instant classic, and is, in the broadest possible terms, a themed, specific version of one of his earlier efforts, *Civilization.*

Just as in *Civilization*, your units (or colonists) must forge an empire, building cities, exploiting natural resources and defending themselves against the envy of less happy lands. The tactics are very different, though – you can easily be taken in by the familiarity of most of the game mechanics, but don't be fooled – this is not just *Civ* with new graphics, this is a completely new experience.



Sometimes you can run a protection racket on the locals, but eventually they resort to burning your towns, hijacking wagon trains and eating your missionaries.

Each of the colonial powers starts with a different advantage. The English get a load of new colonists, the Dutch get a trade advantage, the French are better at getting along with the natives and the Spanish are better at killing them.

The trading aspect is much more important to *Colonization* than it was in *Civ*. There is no wealth derived from taxation – all taxes go straight to the king. To make money to buy more ships, recruit specialists from

Europe or import necessary resources (particularly early in the game, when you are not able to produce things for yourself) you have to have something to sell, and that can only come from farming, mining, or manufacturing in your colonies.

Trade is a major part of this game which means you must send wagon trains scurrying backwards and forwards across the continent, ferrying goods to port or raw materials to factories. This could have been tedious, but you can set up automatic trade routes which are like railways in *Railroad Tycoon* – a series of stops, with loading and deliveries specified at each stop.

This can bring you into conflict with other powers in the area and the indigenous inhabitants – the Indians. Several tribes are represented, each with slightly different characteristics and abilities. There are the Incas and the Aztecs, with huge, rich cities; the rather primitive but friendly Tupi; the violent (when aroused) Iroquois and the plains indians, the Apache, Cherokee and Sioux.

This is one example of the way the game really separates into two diverging paths, depending on the strategy you use. You can be friendly with the indians – trade with them, establish missions, learn skills from them – or burn their villages, murder their women and children and steal their gold (which can be a tempting option, especially as a raid on a rich village can produce more wealth than several years of hard trading).

The trouble with trying to be friendly is that the methods you need for colonising the continent put you at odds with the taboos of the natives. They are all over the place, so you can't put up a road or chop down a forest without upsetting someone. But if you do try to keep on their good side, they won't raid your villages, steal cargo from wagon trains and generally make nuisances of themselves. If your missionaries (and sometimes your muskets) manage to instill in them a fear of God and light cavalry, friendly indians will flock to your colony and can be persuaded to exact extreme vengeance on your foes.

Indians can also be a very cost-effective way of training up colonists. The majority of malcontents setting sail for a new life in the colonies have no skill or trade. Some are only good at thieving and some are "indentured servants", which is a polite way of saying 'slaves'. Since the game is quite honest about how the colonists abused the trust of natives and robbed their land, it seems a bit odd they didn't own up to exploiting native Africans too.

Anyway, a trained sugar planter, for example, can produce more sugar per field than a novice, or a slave, or indeed a lumberjack or farmer. There are five ways of getting an expert to tend your cane: train one up (expensive), wait for one to emigrate by choice (may take a while), get him trained by some friendly indians (if there are any nearby, and if they are friendly), teach him in a school or college (requires an expert teacher) or just leave him to it and hope he acquires the skill (wait a very long time). If you can get skilled colonists, it can make all the difference.

Of course, once you have manufactured your goods they still have to get back to Europe for you to make a decent living. On the high seas your Merchantman could fall prey to pirate ships, sponsored by enemy nations.

You can get in on the act too, though, and run your own privateers, looting and pillaging European cargo vessels without having to declare open war on another nation. It is a rather risky business, as players of Meier's own *Pirates!* will no doubt remember. But money alone won't buy you success.

The idea of the game is to settle a new, independent continent between 1500 and 1800. If you don't declare independence you won't get a decent score. You can't turn traitor until over 50% of the population want to become a nation of ingrates, and even when you do, you'll have to fight off a large number of the King's lackeys in a final, fitting endphase. Terrific stuff.

An astounding difference between this game and previous MicroProse efforts is its Amiga-friendliness. You can play *Colonization* in a variety of different screen modes, or on top of your Workbench if you so wish. I even managed to use EGS software with the Rainbow III card to shift the display on to an 800x600 VGA display, no problem. The windows can all be moved around or shunted backwards and forwards, and the main screen can be resized, albeit only slightly. This makes the game much more playable – it's a marked improvement on the PC version.

Sid Meier is a hero for many, not just because his inspired games are excellent, but also because in spite of the breadth and depth of titles like *Railroad Tycoon* and *Pirates!*, they all run on an A500 in 1Mb. How is it possible? It takes talent, I guess. Actually, Sid can't take all the credit, because the Amiga version was actually written by Scott Johnston.

The big thing people whinge about these days is how long the computer takes to make its move. Even in the latter stages of this game, the computer movements only take about a fifth of the time of your own. It's not as though you have to wait around anyway, because the calculations are usually broken up by several messages about new cargoes being ready, ships arriving in port, Indians ambushing your wagon trains – that sort of thing.

The game is a rich and varied Gestalt of top colonial activity. Strategies must be divined with care, and constantly modified to ride the chaotic rapids of the thousands of interacting elements in this opus of creative genius. Perhaps. Or it could just be a damn fine game.



As in *Civilization*, there is a built-in encyclopedia covering units, terrain, cargo and anything else you can think of.



It looks like the lads are getting set to turn the harbour into a giant cup of Typhoo. Whipping up anti-Tory sentiment is an important and enjoyable part of the game.

COLONIZATION

Publisher
MicroProse

Price
£39.95

Versions
Generic

System requirements
All 1Mb Amigas

Release date
Out now

Graphics 9 out of 10
It's sometimes difficult to remember there are only 32 colours on screen.

Sound 8 out of 10
Excellent drum sample for the military tunes and timely spot effects.

Addiction 10 out of 10
This game will steal your life and you won't be sorry.

Playability 9 out of 10
It's even playable from floppy, but some text is too small to read on a TV

Overall verdict
Near perfection, and arguably the best Meier game ever – which is saying a lot.

95%

BODILY






We herald the arrival of all manner of *Doom*-clones onto the Amiga with the biggest, bloodiest and, damn-it-all-to-Hell, most gripping coverage of the entire *Doom* phenomena that the WORLD HAS EVER SEEN.

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DEUCES



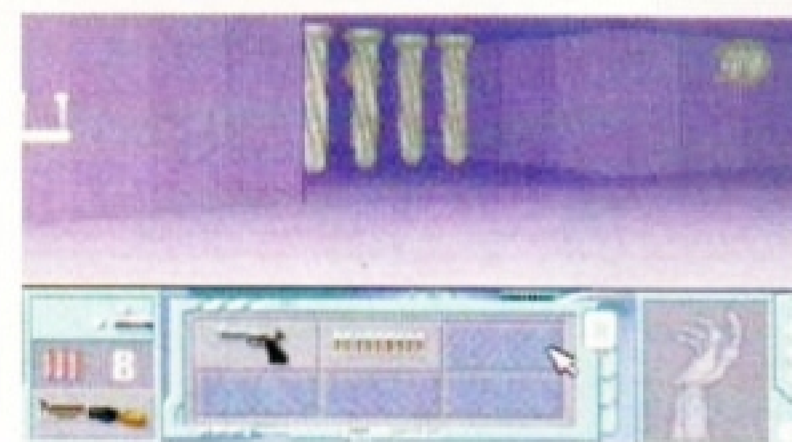



We salute the white-clad heroes of the hallowed turf with the amazing *Tennis Champs*.
REVEL in suitably-themed, summery japes as you thrash a friend or get hopelessly stuffed by the computer player on grass, clay or indoor surfaces.
WITNESS the sinister power of the masked tennis player.
DON'T BOTHER looking for this anywhere else, it's a complete game, and it's only available on the cover of this month's AMIGA POWER. We love you that much.

AMIGA POWER 52

The bullets and bombs mingle almost imperceptibly with the strawberries and cream on Thursday 20th July. New balls please.

Doom, Doom, Doom and Gloom – Steve McGill dons his Death Mask and Fears that he'll meet something nasty (and well-armed) in the next room...



Behind The Iron Gate

Keep a firm grip on the nearest mini-gun, strap on some Kevlar body armour, stock up with as much medicine cabinet medication as it's humanly possible to carry, and brace yourself for the war of first-person perspective dungeon explore-em, collect-em, hatch-em and despatch-em shoot-em-ups.

The quest for the top definitive *Doom* clone is gaining compulsive momentum among Amiga developers, game reviewers, owners, politicians et al, and it's getting more intense with every passing second of the clock.

Today, right this minute, *AF*'s looking at *Behind the Iron Gate* from Black Legend. Thankfully, it's not trying to be *Doom* – more an improvisation on the theme of *Wolfenstein,* if you treat the word 'improvisation' with a bit of artistic licence.

Naturally enough, *Iron Gate* places the nondescript character-you-never-actually-see in a 3D maze. Control is through a combination of mouse and keyboard: up to four different modes can be chosen and it works well, so anyone not finding a method they find easy to use probably has trouble with the foil seal in coffee jars as well.

Your missions revolve around exploring the maze, collecting whatever lies in your path – weapons, keys, ammo, armour, food etc – and using the keys to access areas previously blocked off by iron gates or force fields.

This eventually leads to the main task, which is setting off a bomb to blow the whole level up and then making a slapdash mad rush to reach the exit before it explodes.

At first, it seems like fun. The full 360 degree rotational backdrop moves smoothly with no visible slow-down. But the monochromatic graphics quickly become disorientating and this can be disastrous in later levels, especially when you're desperately trying to make it to the exit before the bomb blows.

In an attempt to help, there are pictures of famous people and other objects adorning the walls, but they don't really help because they appear in clusters: when unfamiliar objects appear, all it really tells you is that you've reached somewhere new.

The biggest snag, though, is the lack of a map overview of the area you've explored. In later levels you can pick up a scanner, which at least gives a limited view of what's up ahead, but it isn't enough to save the gamer from complete exasperation in the crucial process of trying to plan a speedy escape route.

A quick exit is vital, so your only option is physically rehearsing the route. And that's very unsatisfactory, especially if you run into a wall and disorientate yourself. Get it wrong and it's back to the beginning of the level.

And the structure of the levels is such that you can complete an entire level and then be forced to do it all over again, just because you didn't quite make the exit in time. It feels too much like drudgery to even contemplate.

The game isn't a bad one, it's just not very good. Not terrible, but not memorable. It'd be fine as a budget release, but at this price it's competing with *Fears* and *Gloom*. My advice is wait to see how good these two are before making a purchasing decision.



Most of your time will be spent searching for keys so that you can access other areas behind gates like this one here.

BEHIND THE IRON GATE

Publisher
Black Legend 01438 840004

Price
£24.99

Versions
A1200/4000 only

System requirements
2Mb

Release date
Out now

Graphics	5 out of 10	Monochromatic, disorientating, and ultimately dull.
Sound	7 out of 10	Noise of the weapons being fired is excellent.
Addiction	5 out of 10	Addictive at first, but this very quickly wears off.
Playability	7 out of 10	Playable enough, certainly no overriding faults.

Overall verdict
Doesn't offer enough to make it worth a full £25 price-tag.

69%



Prime this bomb, then rush madly towards the exit. Failure means swift obliteration.

BIG GUNS, TOP AMMO



One of the elements of the game that keeps you mildly interested is the profusion of new and exciting weapons.

Each one has a distinctive sound when fired (good effects, here) and kill rates vary. Ammo appears in odd places.

■ *Doom* clones are flavour of the month and with *Fears* and *Gloom* to come this faces stiff competition.

Make no mist... put gam...

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FORMAT
Amiga & CD³²
RELEASE DATE
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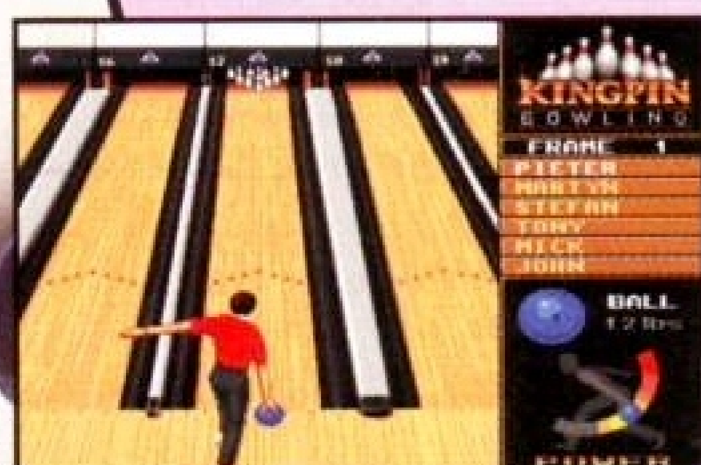
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FORMAT
Amiga, CD³²
RELEASE DATE
July 1995





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Steve Bradley takes the helm at Huddersfield Town and finds that there is rather more to the job than he'd initially anticipated. He got sacked.



Player Manager 2



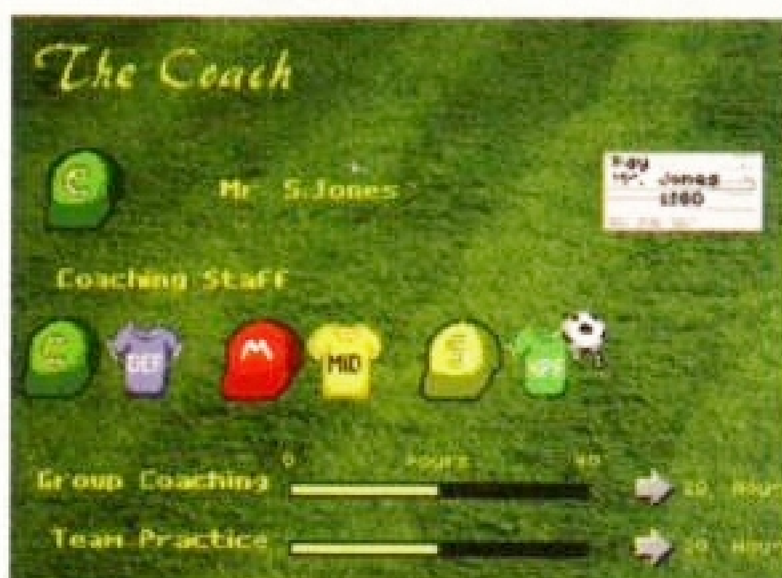
Waited for years to pit my wits against Howard Wilkinson, I have. And now it's finally happened. Mind, we did get beat one-nil. They were lucky, though.

It's frightening to think where Amiga gaming would be without the football management sim.

No, seriously, even if you loathe them with a passion, they've kept the market reasonably buoyant, ensuring that Amiga games still outsell their PC counterparts, despite the fact that no-one has been able to buy the essential hardware for a year.

And we're the first to question the software houses' motives for producing these games. Two issues back, when Impressions' *Ultimate Soccer Manager* arrived (*AF72* 85%), I took a cynical glance in their direction – but in truth it's a tremendous game, mixing *Theme Park*-esque ground building with realistic player information, and a couple of weeks ago it hit the top of the Home Computer charts. Can't be a bad thing.

So, we'll agree that footie management (and arcade) games have been an essential ingredient in keeping the profile of Amiga games high.



Is Mr Jones working the team hard enough on the training ground? Your job to decide.



A pleasant scroll, indeed. Unfortunately you have to retire from playing at the age of 36.

On to *Player Manager 2*. Five long years ago, Anco released *Player Manager* to an ecstatic press (*AF10* 93%). It was the first Amiga game to successfully incorporate arcade action with management statistics and five years on, cue short trumpet fanfare, we have the sequel – and remarkably, it's the same price as its predecessor.

Bigger, better, faster, more? Well, firstly this is a huge game, again incorporating arcade action with management tactics but with the emphasis firmly on the latter. You can choose one of four options when it comes to playing matches; predict (simply watching referees cards and goals in a text format); watch game or play game (in each case, three minute arcade games); or watch on the fast scanner (which shows the players as dots darting around a small pitch).

There are four arcade views to play or watch including top-down (*Kick Off 2* style), mini-isometric, sideways and above sideways. *SWOS* players will find the arcade section tough to get used to.

But fear not, for the management side is far more detailed than that of the illustrious *SWOS*. Each player is rated from one to five stars in his particular division and each has 15 attributes. There are basically two types of stats; personality and curving. Personality stats are the ones a player is born with and therefore don't change much, whereas curving stats can change with age, coaching, opportunities and experience. With the stats ranging from one to 50, you can appreciate the amount of practice and playing required to learn the ins and outs of the game.

You, then. You're a 28-year-old capped player who has just been offered a player manager job with a

The Squad
Huddersfield
Week B.S.
Team Rating 34
Tactics 4-4-2

		Pos	Rtg	Age	Cards	Temper
K Heald	1	KPR		25		V.Cool
G Ketteridge	2	FBK		31		OK
B Gee	3	DEF		19		OK
S Bradley	4	MDS		28		V.Cool
G O'Reilly	5	CBK		29		Maniac
L.Atherton	6	CBK		25		Cool
S Overton	7	CFN		17		V.Cool
G Gale	8	MID		19		V.Cool
B Batty	9	MDS		31		Cool
G Rosler	10	CFN		22		OK
P Page	11	CFN		24		V.Cool
G Speedie	12	ST		24		Cool
D Birch	14	MID		21		Maniac

Referee Mr. D.Packer

How referee Mr Packer will cope with the maniacal O'Reilly, only cards will tell. Thankfully, S Bradley, the player manager, is very cool. He wears shades on the pitch, apparently.

FIVE TREMENDOUS FOOTIE MANNIE SIMS TO CONSIDER.

On The Ball: World Cup Edition is the soap opera of the management sim.

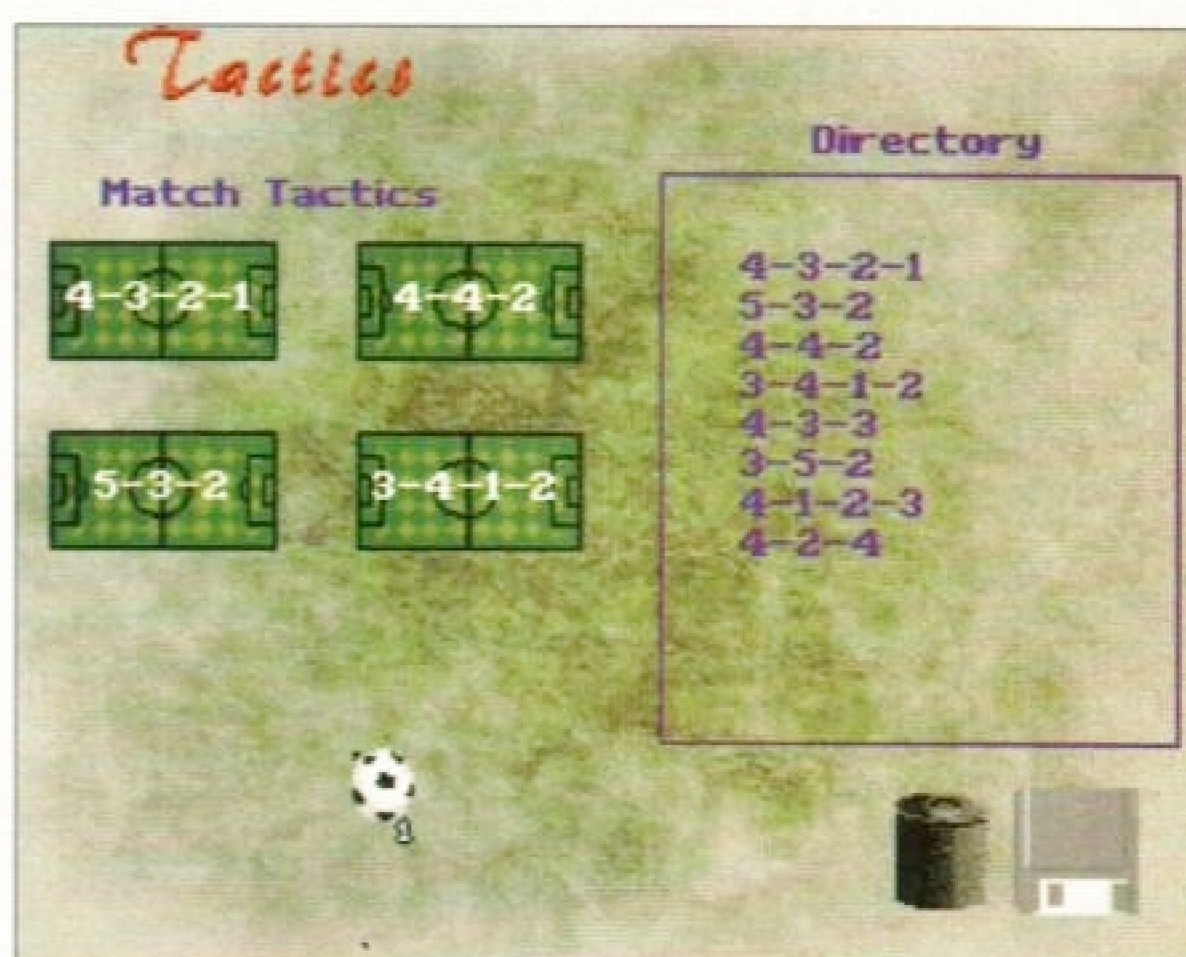
Sensible World of Soccer is the ultimate arcade/management game. The Guv'nor.

Ultimate Soccer Manager is the *Theme Park* of footie sims. Entertaining and realistic stuff.

Super League Manager. Role-playing management game and a breath of fresh air.

Premier Manager 3. Heavy going, packed to the gills with stats, but a real stalwart.





The pitch is split into 30 sections and the tactics designer enables you to pinpoint the players' movements all over the field.

Second Division team. You have to employ coaching staff, a physio and a scout and shape a team capable of rising through the ranks – all this on a limited budget.

Importantly, one to four human players can play, so you can battle three mates in the same league, an option which would have been most welcome in *SWOS*. You pit your wits both on and off the field – so you might be a better tactician, but if your mate is a handy arcade player, you could get stuffed.

The teams and players are an odd mix of fantasy and reality. All the team names are correct, though the divisions don't reflect real football. Players are fictional, but you'll recognise surnames – you might find a K Cantona playing for Preston North End. Or something. This is a good thing, because when real players are involved you always have preconceptions about their ability. Here you rely on your own guile and nous.

Another clever touch is the team talk, during which you can instruct each player by selecting any two from six instructions. If, say, you've got a skillful full back, you can tell him to, 'push up' and 'run with the ball'.

Anco have gone the whole hog, here, including as many elements of football management as they could cram on to three disks. Alan Hansen imparts pre-match predictions, while the *Anco Times* reports on your matches.

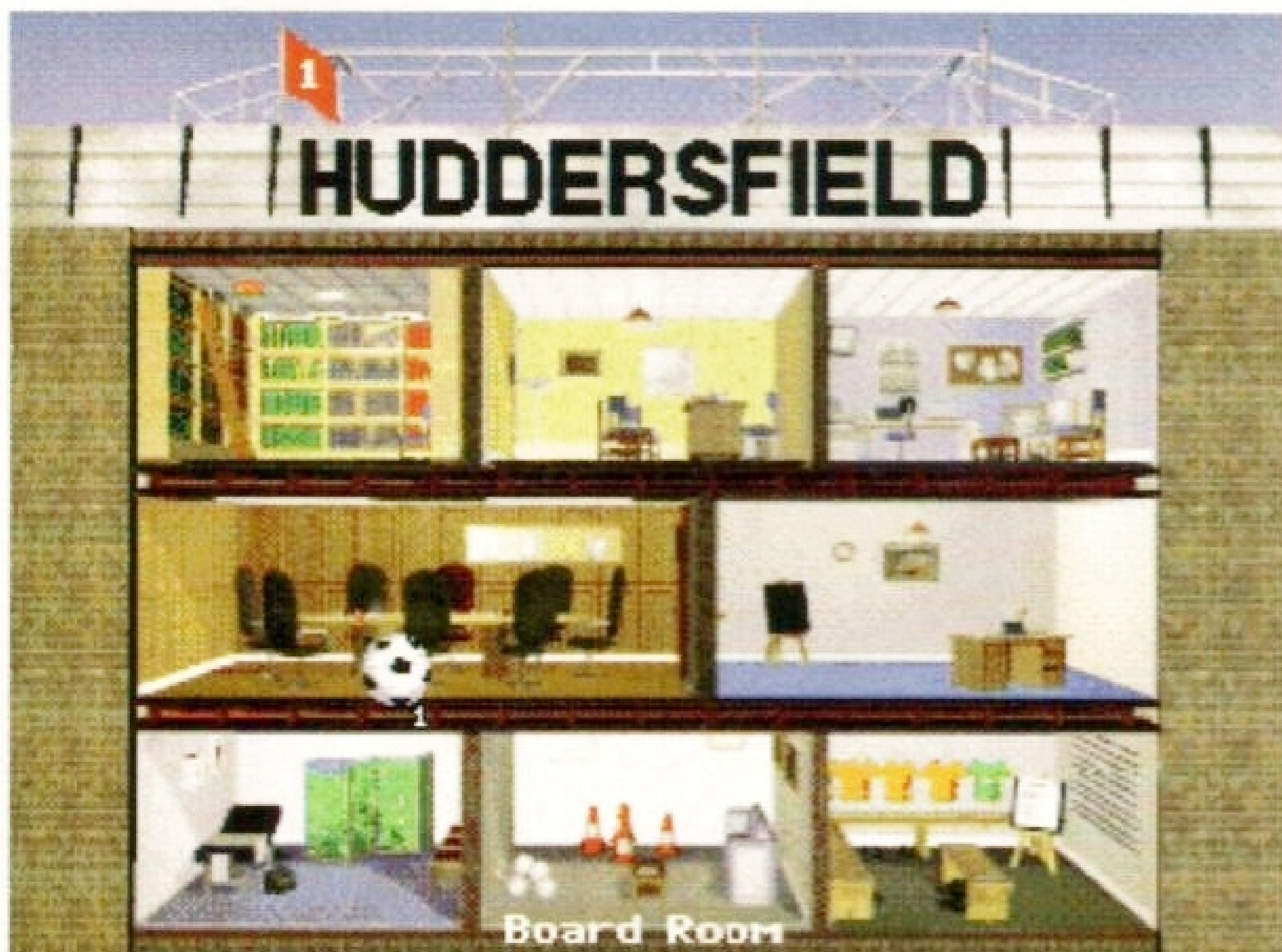
The stadium has eight rooms: board, press, archive, physio, coach, finance, manager and boot rooms. Whether you get tired of clicking around the place after each game depends on how dedicated a manager you are.

Player Manager 2 is certainly not for the faint of heart. Whether you're worrying about upgrading your stadium capacity or getting a 'vote of confidence' from the board, you can be sure that you have to really graft to get something out of this.

The arcade section is a little pointless, simply because none of the views, nor the arcade game can hold a candle to *Sensible Soccer*. The isometric view is unplayable, though great to watch.

No, this is a management game, and one which requires both application and patience. Thankfully you can glean satisfaction from buying, selling and managing, but to get ultimate control of your club you'll have to work hard.

Certainly impressive and £10 cheaper than most, but you may end up with more grey hair than Bobby Robson. AF



The mighty ground that is the Alfred McAlpine Stadium. Traditionalists will probably prefer the original Leeds Road ground but Huddersfield's 'mini San Siro' is a fine stadium. Yes.

MY WORD, FOUR VIEWS



Isometric: unplayable, but great to watch the games, if you've got the time.



Sideways: simply a smaller version of the arcade game *Kick Off 3*.



Perspective (as it's called): quite fun when you're actually playing.



Top-down: the same view as the original *Kick Off 2*. And the Coverdisk demo.

PLAYER MANAGER 2

Publisher
Anco 01322 292513

Price
£19.99

Versions
A500/600/1200

System requirements
1Mb

Release date
Out now

Graphics 8 out of 10
Certainly an attractive and easy-to-use layout.

Sound 3 out of 10
Mostly silent, but horrible 'white' crowd noise in arcade section.

Addiction 8 out of 10
The more in-depth you go, the more you get out.

Playability 7 out of 10
Frustrating arcade section, but elsewhere pretty good.

Overall verdict
A huge, involved and enjoyable management sim – but boy, you have work mighty hard.

81%

The follow-up to 1990's *Player Manager* is out at a five-year-old price. Remarkable, eh, Desmond?

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G531 OPERATION FIRESTORMS - brilliant
G534 CASTLE KUMQUAT similar to Alien breed
G535 BLACK DAWN brilliant graphic adventure
G537 ACK ACK - shoot em up for kids
G538 MORIA 5.4 The latest Dungeon & Dragon
G539 BRIDGE Good version of bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up
G545 KUNG FU CHARLIES mix with platform, brill
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift?
G560 IMPERIAL WALKER - based on STAR WAR games
G567 STARBASE 13 (2D) Brill like MONKEY ISLAND
G657 AMOS LOADSA MONEY best FRUIT-MACHINES
G659 MR MEN OLYMPIC (2D) many events to complete
G660 4 L.C.D. DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2D) brilliant graphics
G665 TIME RUNNER (WB2/3) brilliant graphics
G667 GOLF (2 Disks) One of the first PD GOLF games
G668 AMOS CRICKET 2 new Amos cricket simulator
G669 MUGSY REVENGE gangster graphics adventure
G672 JIGSAW (2 Disks) ver playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) brilliant
G674 HIGH OCTANE (NEW FASTER VERSION)(not WB1.3)
G675 TIME RUNNER amazing graphics adventure
G680 SPACE-INVASION 2 - Fantastic Galaxian
G681 AUTOMOBILES - PD version of SKID MARK brill
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR - brilliant asteroid
G687 PARADROID 64 (not A500 1.3) Excellent
G689 GUN FIGHT (not A500 1.3)
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - brilliant defender clone
G698 AMIGA-BOY-Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommend
G736 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR WOID (2 disks) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible soccer games. Recommend
G773 FRUIT MANIA - Brilliant Fruit Machine
G774 TRICKLE TREAT - like DOOM on the PC
G775 FOOT-BALL MANAGER - new version
G782 SOLO ASSAULT 3D Like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure
G784 NANO FLY Superb explore game RECOMMENDED
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing graphic like FLASHBACK
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPRIT brilliant STREET FIGHTER II
G797 INTENSE like AKAI-WARRIOR in the arcade
G798 6 EXCELLENT CARD GAMES collection
G799 MOOSE DRIVE (A500 1.3 needs 1mb chip ram)
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 brilliant puzzle
G811 TEMPORAL MISPLACEMENT - graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing games
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH CAVE/LEVEL CONSTRUCTION KIT
G822 BOULDER COLLECTION 2/3 160 levels (2 disks)
G837 BOULDERDASH 80 cave/level
G839 BOULDER PACK 640 BRAND NEW LEVELS on 8 disks, must for all Boulderdash fans
G860 ALIEN NETWORK - new space invader
G862 BATTLE FORCE excellent text adventure
U863 GNU CHESS the best chess with 10 levels
G866 SWORD OF YIG Graphic adventure
G867 POWER-TETRIS 1 or 2 player Tetris RECOMMENDED
G868 SUPER SMASHING TETRIS very playable tetris
G870 CHESS II & CHECKER one of the best around, a must for all CHESS or CHECKER players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELLUXE GALA v2.3 (new) add new feature & bonus game + 2 player RECOMMENDED. Get it now
G876 THE KRILLIAN INCIDENT like ELITE 2/ Epic
G878 QUANTUM - Maze collect & escape type games
G879 RAGS TO RICHES - like MONOPOLY
G884 WIPE OUT - mindless blasting game
G885 GODZILLA Another shoot em up
G886 SUPER MEGA FRUIT - All new fruit machine
G887 STEWARDS ENQUIRY New Horse racing game
G888 DRIVING MANIAC 3D (fill vector like Indi 500) car racing - very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G890 INTENSE 2 Follow up to part 1 RECOMMENDED
G891 BUCK TOOTH ADVENTURE very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2 - Maze type games. RECOMMENDED
G893 SUPER OBLITERATION Blast asteroids very similer to PANG 2 lots of weapons. RECOMMENDED
G894 SUPER INVASION II - new SPACE INVADER
G896 ULTIMATED QUIZ - pub style quiz machine
G897 THE SHEPHERD Brilliant POPULOUS clone REC.

EDUCATION

E001 KIDS PAINT excellent Paint program for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure
E004 LEARN & PLAY I (not A1200) many mathys & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish <> English
E008 MR MEN (WB1.3) brilliant story adventure
E009 ASTRONOMY Tutorial on solar/star system etc.
E010 SIMON & SPACE MATHS maths & simon games
E011 EDUCATION PACK (5 Disks) packed with lots of ed programs ranging from maths to games, recommended
E019 DINOSAURS teaches you all about Dinosaurs
E020 WORLD DATABASE requires (2+ meg)
E021 STORY LAND II interactive puzzle game recommended
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brill
E024 EASY SPELL II improve your kids spelling
E025 SCRABBLE requires 2-4 players. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Very colourful large cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUDOR very good typing tutor
E035 CHESS HELPER help/teach how to play chess
E036 BASIC TUDOR learn about Amiga basic Prog
E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care about AMIGAS
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. Recommended
E041 KIDS ALPHABET displays all alphabet letters
E042 FRACTION & SLOUEST maths & games, excellent
E043 MATHS MASTER teach/test you more on maths
E044 STEAM ENGINE V2 graphics & tutorial
E045 PETROL ENGINE tutorial & animated graphics
E046 GAS TURBINE ENGINE tutorial & anim graphics
E047 STIRLING ENGINE tutorial & anim graphics
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant, recommended
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc. Good
E056 WORM HOLE simple game, ideal for children
E057 APPLE CATCHER catch falling apples, brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its relatives. Brill
E061 KING JAMES BIBLE (4D) complete bibles, excellent
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills. V.good
E071 ERROR INFO give info on why your Amiga crashes
E075 WORLD-WAR 2 graphics tutorial on WORLD-WAR related program eg simulate Starprobe/ molecube etc.
E076 SCIENCE an excellent collection of science. Ideal for all who are interested or studying science. Recommended
E080 KIDPRIX great childrens paint program
E081 ASTRONOMY PACK-This is an amazing collection of programs related to astronomy. Can help to locate certain Star Positions etc. Must for anyone who studies astronomy, or hobby. Great (4 Disks)
E073 PICTURE & LETTER learn to read - first step
E074 AMIGA BEGINNERS GUIDE tutorial on Amigas
E085 NODDY PLAYTIME demo. Very good
E080 KID PRIX more excellent paint programs
E081 D.T.P. FOR KIDS easy to use, excellent
E092 SING A RYHMES sing a song
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story with speech & graphics. Brilliant, recommended
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 an education program
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER information on world wide
E101 WORLD GEOGRAPHY world with map & text
E103 DISCOVERY OF THE ATOM. Tutorial on the Atom (2D)
E104 DESKTOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET very entertaining way to teach your child the ALPHABET
E109 MR MEN OLYMPIC (2D) many events to complete
E110 CULT TV DATABASE (2D) info on early TV series
E115 ELECTRONIC WORLDS (3D) complete K.James BIBLE
E116 HOW THE EARTH BEGAN - theory how the BIG BANG exploded and created all the stars & galaxies
E118 WORKBENCH 2 tutorial on Workbench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching kids on the maths subjects. RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids words
E123 KID DISK 1 - Brilliant education pack
E124 KID DISK 2 - more education programs
E125 JURASSIC PARK lots of info on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brill Chinese Astrology
E128 ASTRO 22 PRO V3 - The latest astrology program that accurately calculates the position of the planets, eclipse, zodiac positions etc. Recommended
E129 KID DISK 3 (DTP) Drawing program for kids
E130 FRENCH VERB TESTER should help you with French
E131 CULT TV DATA BASE II (2 DISK) info on early TV
E142 KID DISK 5&6 - 2 disks full of brilliant games
E148 CHESS & TUTOR - FULL teach you how to play chess
E150 INTERNET - FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) ideal for beginners
E162 DELLUXE PAINT GRAPHIC TUTOR V3 & 4 Recommended
E153 JAPANESE - teaches you the Japanese language
E165 KEYBOARD TRAINER An excellent typing tutor
E167 WORD POWER - spellchecker/crossword solver/teach
E163 CROSSWORD CREATOR - design crosswords
E165 CHESS II & TUTOR brilliant chess games
E166 PAINT IT (not A500 1.3) latest COLOURING BOOK
E169 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE - Education program
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBER PUNK 2 for Cyberpunk freaks only
E181 SIGNITURE CREATOR customise you own signiture
E182 VIRUS WORKSHOP V4 comprehensive guide
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE Online help/Complete guide to Amiga DOS commands. very useful.

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OUR BEST SELLER. 5 DISKS OF THE VERY BEST IN EDUCATIONAL PROGRAMS & 21 GAMES PACKS
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MUSIC

M001 BEASTY BOYS-We Want Some Pussy songs
M002 MICHAEL JACKSON-song BAD
M003 DO THE BART MAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - YOU'RE CRAZY
M018 THE XMAS SONG (disk) very funny
M025 MONEY FOR NOTHING-DIRE STRAITS HIT song
M027 BLUES HOUSE (2 disks)
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M147 BANGLES - Walk Like An Egyptian
M150 TIFFANNY I Think We're Alone Now
M171 MADONNA - (Like a Virgin)
M173 JANET JACKSON - RHYTHM NATION
M177 PET SHOP BOYS
M184 SAM FOX - (PLEASE ME)
M186 MADONNA - (RESCUE ME)
M188 JOE Le TAXI
M189 MICHAEL JACKSON (SMOOTH CRIMINAL)
M194 JESUS ON E'S (2 disks)
M205 RAVE - more Rave
M262 A TO Z OF C64 GAMES MUSIC (4) brilliant
M314 DICK TRACY (madonna) (2)
M336 STAR TREK & STAR TREK NEXT GENERATION (2)

18 DEMOS

Age 18 and over only

X80 CINDY CRAWFORD (2)
X74 MADONNA (SEX) (3)
X01 SHOWER GIRL
X03 BODY TALK (2)
X09 MARIE WHITTAKER
X24 SABRINA SPECIAL
X25 DIE FILKINGER
X26 MADONNA EARLY DAYS
X28 KATHY LLOYD
X30 MEGA-MAID
X31 CALENDAR GIRL
X32 MAYFAIR
X33 UTOPIA (4 DISKS)
X45 GIRLS OF SPORT
X49 PAGE 3 GIRLS
X70 GON GON GIRL
X71 TINA SMALL

X91 Calendar girl 95

ANIMATIONS

A005 FILLET THE FISH long story animation
A013 SPACE-PROBE in search of alien life forms
A054 THE RUN - Lotus being chased by police
A072 LIFES A BITCH - Hmmm for 18+ only
A138 KYLIES (2) Kylie slide & music. Brilliant
A173 HELL RAISER II - CREEPY horror show
A179 THE LIVING WORLD SLIDE SHOW - creepy crawly
A187 PERIL OR THE DEEP (2) Massive sea creature
A190 TERMINATOR II (2). Brilliant
A193 NEMESIS COMIC - very good comic
A208 THE LADY AND TRAMP - short movies
A213 CANNON FLIGHT - Brilliant graphics
A215 MADONNA SLIDESHOW III - Must for madonna fans
A225 ANOTHER 5 WAYS TO KILL A MOLE - Classic
A226 NEW VIZ - Hmmm for 18+ only
A230 TOO MUCH 3D - superb spaceship anim
A231 ALIENS II - Definately the best Aliens
A236 WHIZZER + CHIP - For comic fans
A248 PERVERSE SLIDES - funny but rude
A255 BART SIMPSON MEGA DEMO (3 disks)
A262 STAR-TREK the next generation SS
A288 SATURN FLY BY - Remarkable anim VOYAGER II
A290 CHRISTMAS ANIMAITION - Ahhh to late now
A293 MANGA (2) very cute Jap chic & robots demo
A296 MAYHEM ON WHEELS 3 - real motorbike/car crash
A306 TORNADO Slideshow
A320 GORE - gruesome Horror
A336 FAST CAR - Loads of fast & inexpensive show
A414 MANGA WORLD 3 - More brilliant Manga pics
A417 AKIRA X-MEN - more Manga comic shows

VIDEO TITLER/TOOLS

U181 VIDEO NOTE database for your video collection
U431 VIDEO APPLICATION (2 disks) many video titler prog
U250 VIDEO TOOL (3) loads of video utils. Recommended
U964 TELESUBTITLE - new video titler
U965 VIDEO MAKE V4.33 The latest in video
U362 DESKTOP VIDEO 1 & 2 (best video titler tool) cataloguing system. Dozens of functions
U671 TELE TITLE 2 - Great new VIDEOS titler
U513 VIDEO TITLER (2 disks) more VIDEO TITLER-BEST
U920 TELESCROLL 2 (not WB1.3) Easy to use Video titler loads of features
U921 WEDDING VIDEO ANIM (2 disks) Requires D.Paint 3/4 Very high quality
U922 CAPTION MACHINE excellent video titler
U923 VIDEO MANAGER (not A500 1.3) Video Cataloguing system
U925 VIDEO TITLER - very good video titler

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U733 PANASONIC STUDIO - 9 & 24 pin printer driver & util
U734 CANON PRINTER STUDIO (not A500 1.3)
U735 PRINTER STAR 24/200 FONT DESIGNER - shareware
U792 CITIZEN PRINTER MANAGER for all Citizen printer owners containing many useful printer utils & drivers
U884 CANNON PRINTER STUDIO for all models for use with cannon printers
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Collection of the best WB utilities like Tool/Deamon, Snoopdos V3, lost file finder, Memory monitor, Latest virus killer, Wb Disk Copier etc. much too many to list. All on 2 disks only £1.98 (not WB1.3) RECOMMENDED

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Play your favourite games for ages? but can't get to the end of the levels on games? Having problems with some games? 5 disk pack with 1000's of games cheats/help/level code action replay poke etc. should help you finish many games

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This is the largest collection of Amos hints, tips, graphic, procedures, routines, subroutines, graphics, utilities, sprite, Scrollers routines, library & some of the top games & utilities source code. This pack will help you write more quality, compack & much faster programme

10 DISK PACK ..£10.90 compatible with all Amos & Amos pro

TOP VARIOUS UTILITIES

U001 A-GENE help you trace your family tree
U024 D-LOCKS protect your disks & files
U027 ULTRAPAINT & SURF paint & 3D model program
U029 CAN DO programming language
U046 DARKSTAR no.2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR create a disk magazine
U117 NORTH C compiler (2) brill programming language
U122 SID 1.6 copy/delete/move file made very easy
U131 TETRA COPY play tetris while copying disk, great
U136 MOST USED UTILITIES (2) very useful util collection
U145 XCOPY PROFESSIONAL very powerful disk copier
U146 C-MANUAL 2 (4) Teaches you how to program in C
U153 ASSASIGN PRINTER Utilities very useful
U169 PAINT AND ANIMATE still the best
U170 BIORHYTHMS V4.01 display your own biorhythms
U184 MASTER SEKA V1.6 complete Assembler language
U186 UNLIMITED DISK CREATOR all tools are on here
U187 M COMPUTER AID DESIGN - Was commercial product
U188 SHOWBIZ Slide show maker 24+ wipe effect
U191 SID II copy/delete/move/run file using a mouse
U220 AMOS/PAINT V.good paint package, lots of features
U222 GRAPHICS UTILITY (3) lot of graphic converter tools
U225 AUDIO SOUND TOOL (A500) (A1200)
U226 50+ MOST USE UTIL loads of very useful utils
U229 SLIDE SHOW CONSTRUCTION KIT easy to make
U240 ARCHIVER TOOLS lots of crunchers
U242 IMPLODER 4.0 dis file compressor. Excellent
U243 The A-T COPIER (not WB3) 13 disk copier
U254 FRACTAL UTIL loads of fractal programs, brill
U257 DISK CRUNCH Compilation not WB2
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U287 PC.Q PASCAL (2 disks) programming language
U300 MESSY SID II read/write PC/MAC etc files
U301 AUTO DISK LOGGER catalogue your disk
U321 GRAPHIC Util 1 (3) loads of brill graphic utils
U324 GRAPHIC util 2 (3) even more graphic tools
U333 SCENERY MAKER more landscape generators
U334 EMULATOR COLLECTION II (lots of emulators)
U335 FREE COPY back up commercial games
U337 MODEL 3D Brilliant 3D object designer
U338 MULTI VISION (2) disk/files utilities
U340 HACKER-TOOLS many ripper tools
U350 POOL TOOL - predict horses with the best chance
U351 RACE RATER Similar to above, but both
U358 STAR CAT 2 - create catalogue disk, easy
U359 SEEKER find lost files on floppy & hard drive
U360 R.P.G (2) adventure creator
U363 DISK REPAIR KIT salvage & repair damaged disks
U365 SAMPLE MAKER make samples without Hardware
U367 MUSIC MANIA many version of music maker pro, brill
U372 WORLD SORT process ASCII files
U377 NCOMM II more modem software + packer util
U378 DIGITAL ADDRESS BOOK V.good address book
U379 HOT UTILS more amazing utils
U380 UNICOPY fantastic disk copier
U381 GRAPHIC RIPPER (Not WB3) plenty
U383 LYAPVNOU GENERATOR generate space scenery
U384 MED V3.2 (latest) Brill music maker
U387 P-SUITE add colour/animate to text?
U388 SUPER CLI - fast disk, fast load etc. ok
U391 FORTRAN complete programming language
U392 AMIGA DEX - Good database program + more
U393 UTIL collection of lots of useful utils
U397 FORM UNLIMITED design any type of form
U399 FRANSCAPE V1.2 new fractal similar to VISTA
U400 SOUND TRACKER V2.6 music maker
U401 PLUS ISSUE (not WB1.3) Vol 1-14 each disk pack with various WB2 & WB3 utilities. Recommended
U420 SPEED BENCH (not WB1.3) create auto boot WB
U425 NIB 2 very popular copiers
U436 THE RIPPER COLLECTION (not WB3) many ripper progs
U440 RAD BENCH recoverable WB (state Amiga when ordering)
U442 SYSINFO test & print info on your Amiga sys
U444 FONT FARM font creator/editor/design new fonts
U449 AMOS UPDATE 1.4 add more commands for AMOS
U457 WHOM 2 (3 DISKS) Detail/database on 51 films
U470 FINAL FRONTIER 1 (2 disks) Star-Trek magazine
U473 FINAL FRONTIER 3 (4 disks) Star Trek magazine
U480 HARD DISK CLICK Hard drive menu system
U490 B-TEC UTIL Amazing pack with 207 utilities
U491 PROTRACKER V3 Best music writer program
U492 WORK STATION (2 disks WB1.3 only) WB replacement
U495 HARD DISK UTIL brill collection of Hard Disk util
U496 EASY PRINT (A500 only) lots of printing utils
U498 WORK MATE 15 brilliant disk utils compilation
U501 THE MUSIC CONSTRUCTION KIT (state Amiga owned)
U502 SCORPION MAPPER II Making maps of game levels
U503 PROCALC Super full function calculator
U504 HOT STUFF more util disk compilations
U505 VIRUS KILLER & DISK RESALVGE / REPAIR KIT
U507 DCOPY V3 PROFESSIONAL Excellent disk copier
U509 ULT BOOT BLOCK 40+ bootblock generator/maker
U510 ULTIMATE BOOTBLOCK Collection II + more
U512 ZIRCON UTIL 30 MOST USEFUL UTIL 2, brilliant
U515 WIT COMPETE UTIL 20 most used utils
U516 AMOS FRACTAL fractal mania
U521 SPECTRA PAINT III rival to DPaint
U542 SEA HORSE CHEATS more cheat/passwords etc
U550 SCENERY CONSTRUCTION KIT FRACTAL, recommend
U551 ASSASSIN BOOT BLOCK over 50 bootlock protector
U555 CROSSWORD CREATOR (not WB3) crossword maker
U561 PERM CHECK a full POOL PREDICTION program
U568 ICON CONSTRUCTION KIT icon making program
U569 ICON ready made (4 disks)
U582 DPAINT GRAPHIC TUTOR (not WB3) excellent
U584 NEW SUPER KILLER Recognise & kill 120+ viruses
U590 600 NUMERIC PAD EMULATOR (A600 only)
U591 DEGRADER (not WB1.3) A500 emulator
U592 KILL AGA make older programs run on A1200
U600 C64 EMULATOR II util & document
U601 DISKSALV II + ABACKUP (not WB1.3)
U603 THE CHEAT COMPENDIUM for over 450 games
U620 HOW TO CODE IN C (2 disks) + many examples
U622 ACTION REPLAY V1.5 cartridge on disk
U623 ACTION REPLAY V4 (A1200 ONLY) same as above
U645 PC EMULATOR V2.31 (WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy programs
U669 S-KICK various version of kickstart, recommended
U680 NEW SUPER VIRUS KILLER (not WB3) kill 316+ viruses
U682 ASTRO 22 V3 latest calculate star/sun positions
U685 DISK MANAGER V3 create catalogues of all your disks
U687 AMOS PROFESSIONAL UPDATE added extra command
U689 FORCASTER V2 horse racing prediction program
U690 ASSASSIN COPIER (lots) includes Xcopy3/dcopy etc
U691 ASSASSIN HANDY TOOL 2 (500 1.3 only)
U692 ASSASSIN HANDY TOOL 3 more utils
U693 ASSASSIN HANDY TOOL + even more utils
U694 SUPER DUPER 3 (NOT WB1.30 v.fast disk copier
U695 P.C.Q complete Pascal language with compiler
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + even more game cheats
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2 create smooth morph animation
U703 POOL TOOLS 2(Latest) predicts horse racing
U705 TRONI-CAD best creative circuit board and examples
U707 GAME TAMER (3&4) - (2) Even more games cheats
U708 LAST WILL AND TESTAMENT write your will
U710 PERFECT PAINT 32 very easy to use paint packages
U713 CDTV v2 PLAYER play CD's while in workbench
U714 ENGINEERS KIT various test kits for Amigas
U718 MAGNUM 1.9 REGARD the best disk magazines creator
U721 FONT FARM V3+ loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphics ripper
U724 PARNET SET UP (2) requires for the connection
U725 PARNET CABLE MAKER INSTRUCTION project save £££
U726 AREX MANUAL (not WB1.3) complete manual. Highly rec
U729 ASSASSIN BOOT UTIL 50 boot block creator utility
U730 SOFT AGA (A500 plus or A600) & min 1.5 meg
U731 A-Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II + hundreds of ready made, brilliant
U737 ASSASSIN CRUNCH & COPY TOOL (WB1.3 only)
U738 S.KICK PROFESSIONAL V3.2 Various versions of K-Start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC<> AMIGA disk
U741 HD-DISK TOOL BOX + many more disk util recommend
U742 HOW TO CREATE AUTOBOOT DISK complete + util
U743 UTIL. Disk Maker v3. MAKE AUTO DISK
U744 FRACTAL MANIA + BIOMORPH Brilliant Collection
U745 AF WORKBENCH (WB1.3 ONLY) replacement
U746 3D GARDEN DESIGNER can view from any angle brill
U747 ASTRONOMY V2 predict star planet prediction
U748 ILLUSIONS DRAWING program like Dpaint
U749 DISK REPAIR 3 (floppy & HD) include soft-protect
U750 MUSIC CATALOGUE (not A500 1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any amiga owner
U752 EPU STACKER double the storage of your DRIVE
U753 HARD DRIVE UTIL + lot more Hard drive util
U754 PARBENCH installer (complete)
U755 PRO CAD electronic latest circuit board designer
U758 WB MENU LAUNCHER menu system, easy to use
U760 ICON PLUS (3 DISKS) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make older software run
U766 MICRO FAX 4 (2) project (build a fax machine)
U777 TELETEXT RECEIVER Project. Highly recommended
U781 DOSTRACE V2 display information why some program refuse to run. Also moniter Amiga activity RECOMMENDED
U783 POOL WINNER GOLD must for all gamblers
U784 DMS pro compress 2 disks into 1. Brilliant
U789 HARD DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, include lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga complete system tester
U800 PRINT A CARD includes many ready made
U801 MULTIPRINT V4 Lots of printing utils
U805 DISK PRINTprint custom disk labels
U806 BANNER V1.5 dl banner printing program
U807 FONT AND PRINT Loads of utilities to view & print your font collection. RECOMMENDED
U830 POOL WIZARD (football) prediction
U832 DIVIDEND WINNER Prediction program for use with LITTLWOODS, VERNON, ZETTERS etc
U834 FORCASTER 2.02 New horse prediction prog.
U839 AUDIO MAGIC 4 Protracker V3 Exotic ripper
U840 AUDIO MAGIC 5 More music utils
U843 AUDIO MAGIC 8 Octamed player etc
U846 C64 EMULATOR V3 (2 DISKS) latest
U848 SPECTRUM EMULATOR V2 latest
U849 VIC20 Emulator include tons of games
U850 EAGLE PLAYER (2 Disks) One of the best music module players. RECOMMENDED
U851 DELI-TRACKER (2 disks) play all music modules format. RECOMMENDED
U881 SONIC DRUM KIT V2 Make drum sample
U882 DISK COPY Pack (10 disk copier)
U883 OPTI Utils Vol 1 Brilliant collection of 30 disks copier/Optimise etc. RECOMMENDED
U885 INTUITION BENCHMARK V6.5 (NOT WB1.3) Complete Amiga System tester. RECOMMENDED
U886 COMPLETE WB UTIL (2 DISKS) One of the best util collection available
U887 DISK REPAIR KIT 4 Includes disk repair, undelete, soft protect, diskmate, sysinfo etc.
U950 STEREO SCOPIC V2.a (not A500 1.3) This is the RANDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB1.3)
U955 PRO PAGE 2.1 HELP DISK Large help file for pro page users.
U956 PRO PAGE TEMPLATE Tons of ready made
U957 SCALA BACKGROUND (2 disks) Very high quality images for use with Scala
U960 PROGRAM LOADER New hard disk menu
U961 MAGAZINE E Issue 3 (2 disks) Excellent disk magazine base entire science fiction
U962 IMAGINE V2 BUDDY SYSTEM (2 DISKS) on line help. Must for IMAGINE 2 user
U963 AMOS & AMOS PRO COMMAND EXTENSION
U966 MULTI PRINT 4 includes print manager 2 etc
U967 PRO GAMBLE Super horse prediction

WE ALSO STOCK THE ENTIRE COLLECTION OF LSD TOOLS 1-150 SCOPE 1-220 FRED FISH 1-1000 LSD DOCS 1-46 ASSASSIN GAMES 1-200 ETC

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emulator + 30 top Vic 20 Game

It's here finally the COMMODORE baby VIC20, this pack comes with over 30 top Vic20 games like COSMIC CRUNCHER, RAT-RACE, SARGON II, CHESS etc.

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All our C64 pack

- pack come on AMIGA disks
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- printed loading instruction
- print games list (essential)
- COMPATIBLE WITH ANY AMIGA

C64 V3 & Games Pack

C64 & 45 original games...£ 4.99
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C64 & 200 original games...£16.99

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SPECTRUM & 100 GAMES PK2 ONLY £7.99
SPECTRUM & 200 GAMES PK3 ONLY £12.99

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Take SPECTRUM pack 1, 2, 3 & extra 50 new games FREE. Total 400 games for only £19.99

NEW New just release ZX SPECTRUM V1.6b & 1.6b AGA ran much faster can be add to any Spectrum pack for only 50p extra. For any Amiga except ka 1.3.

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NOTE This AGA listing is for the A1200/A4000 ONLY.

AGA001 EXTENSION DEMO Stunning demo with fast landscape anim and a rotating city, still regarded as the best AGA demo
AGA002 FRACTAL GENERATOR stunning fractal in 256 colours
AGA003 WORKBENCH HACK many hack/toy/blanker etc
AGA006 NEW SUPER KILLER know & kill over 316 types of virus, must for all A1200 owner
AGA007 MINDWARP one of the very first demos for the A1200
AGA008 KLONDIKE DELUXE AGA (3D) Simply the best A1200 card games with glomourous ladies as card faces 18+ only
AGA011 SLEEPLESS NIGHTS 3
AGA012 PLAN ET GROOVE truly A1200 Demos
AGA013 MOTOR INVADER 2 (2D) very playable INVADER clone set inside your computer. Loads of fun
AGA015 POINT OF SCALE Great A1200 only demos
aga016 chromas- Fairly good demo
AGA017 WORLD OF MANGA AGA (4 DISK) magnificent Japanese comic slide show includes Japanese Chick etc recommended. Still the best seller on the A1200 – brilliant
AGA021 MAGIC WORKBENCH Improve the look of your WB& add some function to your WB really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities like degrader etc. Not for beginner
AGA023 U-CHESS the best chess program games so far but requires 4 megabytes, Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop for A1200 (not beginner) GIF BEAUTIES is one of the highest quality girl Pictures available (1-18)
AGA62 BODYSHOP 1 More of above
AGA64 BODYSHOP 2 (2D) More of above
AGA66 BODYSHOP 3 More of above
AGA68 BODYSHOP 4 (2D) More of above
AGA70 BODYSHOP 5 (2D) More of above
AGA72 BODYSHOP 6 (2D) More of above
AGA74 BODYSHOP 7 (2D) More of above
AGA80 FITCHICK 1 See BODY SHOP for description
AGA82 FITCHICK 2 (2D) See AGA41 for description
AGA84 FITCHICK 3 (2D) See AGA41 for description
AGA90 ASSASIN A1200 FIX DISK 1 – brilliant collection of degrader hat should get most of the old A500 games/software to run on the A1200. A must for any A5 00 owner just upgrade to an A1200 – recommended
AGA091 ASSASIN A1200 FIX DISK 2 (new) like above but with new collection (different) degrader – recommended you buy both disks – super
AGA094 RELOCKIT V1.4 latest. Run A500 SOFTWARE
AGA097 A1200 UTIL – AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY on disk
AGA099 MADFIGHTER 2 brilliant street fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pics in Workbench
AGA102 AGA DIAGNOSTIC – NEW system tester
AGA103 BLACK BOARD AGA decent Imag processor
AGA104 REND 24 Similar to above
AGA105 QUICK GRAB AGA – can grab AGA screens
AGA110 WORLD BEYONDS 1 (3) stunning 256 COLOUR fantasy art. Leaves Atari users breathless
AGA114 SMELL LIKE CHANEL No5. Brilliant demo raytrace pictures ever released on the A1200
AGA121 M AGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL V1 AGA util compilation
AGA134 AGA UTIL V2 more AGA util compilation
AGA135 AGA UTIL V3 more of above
AGA136 AGA UTIL V4 even more of above
AGA137 IMAGE PROCESSOR IFF picture processor
AGA138 MULTI BOOT – 4 various versions A500 EMU
AGA 139 WB3 HARD DISK PREF & INSTALLER installing WB3/pref/etc on the hard disk
AGA140 CROSS DOS PLUS V5.1read/write PC files
AGA141 FARRARI ART2 (2D) – load of Ferrari & ray trace
AGA142 SUPER LEAGUE3 – latest manager games
AGA144 SPEAK & SPELL – educational software for kids
AGA145 BIG TOPS (18+ only) Hmmm
AGA146 KELOG LAND – brilliant platform games – get – a must
AGA150 ACTION REPLAY V5 – NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour plates
AGA162 FATAL-BLOW new STREET-FIGHTER2 clone
AGA164 CINDY CRAWFORD Vol. 1 (2 disk) latest release
AGA166 INFESTATION (3 disk) The ultimated AGA demo
AGA170 CINDY CRAWFORD Vol. 2 (2 disks) amazing
AGA172 VIDEO TRACKER AGA – ultimate demo maker
AGA174 MAGIC WB EXTRA Vol. 1 & 2 (2 disks)
AGA180 GIF BEAUTIES Vol. (11-18) 8 more girl disks
AGA189 FRIDAY AT 8 other brilliant AGA demos
AGA190 ASSASIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FREENZE 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disk) SPACE BALL 2
AGA200 MASQUERADE 2 disk brilliant puzzle games
AGA202 RAM JAM 94 it can be done (2 disk)
AGA203 EXPLIXIT 2 DEMO new effect well done
AGA204 COMPLEX ORIGIN 2 disk equires 2 disk drives
aga206 treasure of tutankhamun – education tool
AGA210 CHANEL Z DISK MAG (2D) A1200 disk magazines
AGA220 KLONIKE NEW CARD SET (7 disks)
AGA230 LOVE 2 disk – simply brilliant
AGA231 AGA UTIL 7 & 8 (2 disks) more util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chances of winning a jackpot. GOOD LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18. We stock the entire collection of the AGA GAME GALORE each disk pack with quality AGA compatible games. RECOMMENDED
AGA251 PACKMAN AGA – the best pacman yet
AGA252 ROCKET PD – Super thrust clone brilliant graphics for 1 or 2 player
AGA253 REAL DEMO stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE excellent demos
AGA256 KEFEREN AGA demo lots of effect
AGA257 MINOMOST RAVE great rave music
AGA258 OXYGENE Fantastic demos
AGA259 INTELOUT another very good demo
AGA260 SOME JUSTICE 94 demo of the month, brilliant whirl effect. RECOMMENDED
AGA262 TO THE DEATH very good STREET FIGHTER clone with very good graphic
AGA263 GEORGE GALAXO (2 disks) brilliant multi-level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics
AGA266 TEAM HOI DINO PLATFORM excellent dino platform. Note: this disk was a commercial game
AGA268 TEAM HOI SAGA. This Final chapter (3 disks). The ultimate in demo, comes on 3 disks
AGA269 RAYWORLD (3 disks) very impressive
AGA270 CREAM DEMO – lot of 256 Vector effects
AGA273 EMPTY HEAD lots of vector/ray trace
AGA274 MUSIC 2 SURVIVE 2 disks & excellent music master pieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z issue 1 (AGA) (2 disks) AGA base disk magazines. RECOMMENDED
AGA279 AGA Utilities including Cache X, Superduper V3, New Menu 2 etc. RECOMMENDED
AGA180 CHANNEL Z issue 3 (2 disks) AGA disk magazine – get the most out of Dpaint
AGA282 CHANNEL Z issue 5 (2 disks) AGA disk magazine topic. Demo/music
AGA285 WORKBENCH BACKDROP VOL (5) Stunning AGA backdrop for WB
AGA286 SPECTRUM EMULATOR V1.3 AGA Latest Spectrum emulator for AGA only

NEW – TITLES

AGA306 ASSASIN FIX DISK 3-degrade util for run old software on the A1200/A4000s
U978 DELUXE PAINT 4 BUDDY SYSTEM-
Get the most out deluxe Paint Instane Help &
it even explain every every function/command
in Dpaint in great detailed. RECOMMEND
U981 VIRUS CHECKER V6.51. The Very latest V-Killer
U982 DIRECTORY OPUS V4 add Extra Command
U983 MAGIC WB & MAGIC MENU .Both Latest version
U969 POWER-CACHES Speed up disk loading,Accesses
U970 HARDDRIVE SECURITY II Large collection of HDsecrity programe eg Lockout2,Password & many more
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) Not WB1.3
U972 PAGESTREAM V3 F fix.Very Latest version
U973 CHEAT FOR 800 + GAMES, LEVEL CODE Cheat V3.3.(2)
U974 HD GAMES INSTALLER 2 install tops games to HD eg.ZOOL2, Rise Of the robot,Mortal Combat2 & many more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SLECTOR V1.4-Change Magic WB back drop
U977 MAGICWB ICON ARCHIVE (3) 1000's of MGwb icons
U979 ICON ACHRIVE(3) 1000's of normal Icon(any Amiga)
U980 VIDEO TRACKER 2 DEMO MAKER (AGA Ver also avail)
U981 VIDEO TRACKER-(5) Video module & effect for above
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN. One of the better PacMan around.
G900 SUPER-BATTLE ZONE.Vector Tank games(not WB1.3)
G901 M*A*S*H a sequence to ANTWAR play very similarto LEMMING & WORM but with load of Weapon (Brilant)
G903 BOULDERDASH CAVE CONSTRUTION KIT (2) editor
G904 LAST SOLDIER (2) multilevel platform games
G905 CBBERTECH (2) exclent ALIEN BREED Clone
G906 HANGMAN New version of this popular HG games
G907 ACE SPACE nice Platform games
G908 COLOURMANIA slide/Klatriz type puzzle games
A430 JUPITER IMPACT. real Picture of the collisionof jupitor and the asteroid. Brilant *RECOMMEND
AGA295 DE-LUXE MONOPOLY- Board game.V addicted
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extreamly good to play
AGA298 ROCKET 2 set deep underground brillantgraphic. even better with 2 player
E25/AGA299 SCRABBLE-Now fully run on all Amiga
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian MUMMY
AGA303 PAMELA.ANDERSON.(2) 18+ only BayWatch Babe
AGA304 BODYSHOP V8 (3) more bikini beauties
AGA305 TIMEZONE (2) V.Good graphic adventures.
AGA307 DENTAWOLF dooms demo
AGA308 NAXIS -Really show what AGA graphic co do
AGA310 FEARS (2d)- dooms clone demo
AGA312 JINX (2d) arcade puzzle type games.Brillant
AGA313 RAM JAM THE TASTE DEMO very wicket demo.
AGA315 ILEX MYSTIC. New AGA demosD400 VIRTUAL WORLD DEMO.50 ALL NEW SPECTRUM GAMES (4).for SPECTRUM Emu
M360 DYNAMO (2D). Excellent music disk
M362 RAVE NATION -Another brillant music disk.
D360 SONIC THE HEDGEHOG. Brillant demo
E210 LEARN & PLAY 3 Latest Education & Games
E240 BARNEY THE BEAR GOES CAMPING (2d)Brillant teach your child about animals
E241 COMMS GUIDE V1.1Every thing you need know how to connectto theINTERNET & BBS. must for any Amiga owner.
U986 VIRUS-WORKSHOP V4.7-the best Virus killer
U987 GRAPHIC-CONVERTER (2D) most format cover
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -for making yourown compilation disk. amust for all amiga ownersautomatic boot disk. Must for every Amiga owner
U990 800+NEW GAMES CHEAT (2d)for any gameplayer
U991 PD-CATALOGUE CREATOR-for your own libaray
U992 SCIONS-Store & trace your family trees
U993 IMAGINE STUDIO V2 (2D) The best PD image(picture) processor available rival even thecommercial costing hundres of pound. (not k1.3)
AGA320 MAGIC-WB ICON CREATOR. up to 256 colour
E241 MATH ATTACK- Maths relate games for kids
E242 ANIMAL-LAND-Ideal for young kid. Execel
E243 PICTURE-MATHS-Maths program for kids
E244 APOLLO 2 (2d)-detail Mission of Apollo2
G910 HARRY-HADDOCK- Brillant platformer games
G911 ART OF BREAKING HEAD (6d) Massive MortalCombat clone(Not for kid). Not WB 1.3
G912 MANGLE FENDER -Brillant, Smash up othercar/tank ect to win. extremly addicted. get it
G913 ARCADE CLASSIC Vol 1 & 2 (2 d) collectionof all the all time classic arcade games. bril
GRAPE VINE 20 (2d)- the best disk magazine
G914 HELICOPTER-play like Desert strike
G915 COW WARS. Very addicted 2 player games
G916 ISLAND -Play like Monoply.
G917 MATCH (2d)-Very addicted memory game.
G918 FISHY FISHY. very good games.
AGA320 KLONDIKE 3 (3disk) Hd require & 2meg+we aslo have a list of 25 cards for above.
U981 IMAGINE STUDIO V2 IMAGE PROCESSOR.rival to commercial I.P costing 100's ££ (not 1.3)
U982 TEXTURE STUDIO. Render Various Texturefor use with Imagine 3 ect req FPU.(not 1.3)
U283 PRO-GAMBLES V2 must for all gamblers.
AGA321 HOT-BABE 1 (2)
AGA322 HOT-BABE 2 (2) Stunning model
AGA323 HOT-BABE 3 (2)
AGA324 HOT-BABE 4 (2)
AGA325 HOT-BABE 5 (2)
G919 COP THE LOT Pro Latest Lottery preditor
G920 LOTTERY PROFFESIONAL This version use the,prediction from USA & Canada.

BUSINESS SOFTWARE

U007	TEXT PLUS 2.2e easy to used word processor
U023	BANKING Home account program
U088	LABEL DESIGNER design your own labels
U087	CALV 1.2 Excellent Database prog. RECOMMENDED
U144	DESKTOP PUBLISHING The best PD DTP available
U128	BUSINESS CARD MAKER (not A1200) brilliant
U160	600 B USINESS LETTER very handy. Get it now
U811	BUSINESS CARD MAKER – can Print in colour
U101	DATA BASE WORKSHOP (2) brilliant PACK
U121	SPREAD SHEET Very easy to used spreadsheet
U183	QUICK BASE Very powerful Database. Easy to use
U112	RIM DATABASE powerful database + full DOC
U195	AMIBASE – Professional II The best database yet
U227	TEXTRA Can edit several documents at once
U239	FLEXI BASE Small easy to operate database
U256	PENNY WISE very powerful database
U297	VISICALC Great database lots o functions
U356	TEXT-ENGINE V3.4 – full feature wordprocessor
U343	LITTLE OFFICE – database/wordprocessor/spreadsheet
U345	HOME BUSINESS JOURNAL – easy to use database
U357	BON APPETIT DATABASE many receipt
U364	HOME ACCOUNT – Account program
U368	AMICASH regarded as the best account prog. Excellent
U369	JOURNAL full feature account program
U385	LORAN NOTE BOOK database & world map
U390	DATA BASE compilation – best sell to date
U398	MORTGAGE CALC calculate mortgage repayment rate etc
U426	MONEY PROGRAM very good account program
U437	ACCOUNT MASTER V2.8 new account program
U520	HOUSE INVENTORY – ideal for home insurance
U559	ADDRESS PRINT V2.1 store & print addresses
U567	TEXT-PLUS V4.0 pro requires HD & 2mag
U681	TEXT ENGINES V4.1 latest 36,000 word spellchecker
U698	INVENTORY 2 details of home contents, for insurance
U712	EDWORD PROFESSIONAL truly the best wordprocessor
U722	EASYCAL + massive spreadsheet max 92583 cells
U756	PAY ADVICE ANALAZER – money prog.
U802	ADDRESS PRINTING print addresses on labels
U889	PAY ADVICE V3 account program
U810	LABEL MAKER – print labels etc. new
U900	THE MONEY PROGRAM – Accounts
U901	LOANS ACCOUNT
U954	ONFORM One of the best invoice makers
U959	ACCOUNT MASTER V2.2 (latest) program

s up to 1000 entries per account

100 TOP DEMOS

The Largest collection of demos ever released this pack contains over 100 top demos, Must for all Demos. Our top seller .... RECOMMEND

Only £7.95 suitable for any AMIGAS

Special Packs

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ALL PACKS SUITABLE FOR ANY AMIGA SYSTEM

Board Games Pack 1 (5 disks)
Brilliant collection of the best board games eg, SCRABBLE (new), Monopoly, Chess, Dice, Dominoes, Clue ect Much too many to list

Arcade Games Pack 2 (5 disks)
Collection of the very best classic arcade games EG.centipede Space Invader, Pacman, ect & many more. RECOMMEND.

Card Games Pack 3 (5 disks)
Carefully pick the finest card games like Poker, Spade, Bridge, Blackjack, Pontoon, Solitare, Klondike ect & many more

Puzzle Games Pack 4 (5 disks)
5 disk pack with quality puzzle games like Simon, Rubik Cube PuzzWord, Picture Puzzle & many more. Much too many to list

Mini Workbench Games (5 disks)
One of the most interesting packs. 5 disks crammed full of unique tiny but perfect replica games, a bit like playing on the Game Boy. It can be extreamly fun to play a tiny game likes Pacman, Tetriz ect. RECOMMEND

NEW 101 Games Pack 3

The very latest games pack. This pack contains over 100 of the very top games. Includes some of the very best Games ever released on PD. All games are selectable via menu

A must for all Games players

Suitable for any Amiga

only £13.99

101 GAMES 2

PRICE ONLY £12.99

This is the very latest all new 101 games compilation pack 2 containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Much too many to list.

COMPATIBLE WITH ALL AMIGAS

All games are selectable from an easy to use menu & most games come with full playing instructions

101 GAMES

PRICE ONLY £10.99

Brilliant collection of over 100 of the very best of PD games Includes INVADER 2, Tetris, Monopoly etc. Much too many to list. Very easy to use menu system. Most games come with full playing instructions. MUST FOR ANY GAMER PLAYER.

COMPATIBLE WITH ALL AMIGAS

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°Special offer. 200+ games only 19.99

See description of 101 Games pack 1 & 2 above for details. Limited offer

LITTLE OFFICE 2

New Release includes
550 Business Letters
Word Processor
Calendar
Name & Address Database

All this for only £1.99

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Harddrive & disk drive space doubler

Epu V1.6 this doubles the size of your HD or DISK Drive storage capacity. RECOMMEND

U871 EPU V1.6 only .99p
SUITABLE FOR WB2/3

MANGA AKIRA

Brilliant pack of 6 disks containing some of the best MANGA AKIRA Games, Animations, Slidshows, Demos. All based on the Japanese MANGA.

6 disks only £5.95. Run on all AMIGAS

RAY TRACING IMAGINES

01 IMAGINE – F1 Formula 1&2 (2 disk)
03 IMAGINE – 2000 League & Stream
04 IMAGINE – Animal-plant (2 disk)
05 IMAGINE – Computer accessory
06 IMAGINE – Fighter Plane
07 IMAGINE – Human Body Object
08 IMAGINE – Jet 2 helicopter etc. (2 disk)
11 IMAGINE – Manga 2 (2 disk)
13 IMAGINE – Music Instrument
14 IMAGINE – Robots (3 disks)
17 IMAGINE – Sea Quest
18 IMAGINE – Space Ship (4 disk)
21 IMAGINE – Star War
22 IMAGINE – Stingray & Sea Object
23 IMAGINE – STREET FIGHTER
24 IMAGINE – Train (2 disks)
27 IMAGINE – True FONTS (5 disk)
30 IMAGINE – Various Object Vol. 1 (5 disk)
35 IMAGINE – Various Object Vol. 2 (5 disk)
40 IMAGINE – Various Object Vol. 3 (5 disk)
60 IMAGINE - Aliens
61 IMAGINE - Star-Treks
62 IMAGINE - Babylon5 1
63 IMAGINE - Babylon5 2
64 IMAGINE - Manga Babe
65 IMAGINE - Darlik
66 IMAGINE - Dinosaurs
67 IMAGINE - Robocop
68 IMAGINE - Human Body (4)

50 IMAGINES UTILITIES (3 disks)
Lots of various util. for convert, distort, create morph etc. Imagine Object. Not for beginner

53 IMAGINES 2 BUDDY SYSTEM (2 disk)
Brilliant instant on line help/tutoral on every Imagine command. RECOMMEND

150 VARIOUS IMAGINE OBJECT
150 all sort of object ranging from disk box to a star ship enterprise only £7.99

SAMPLES

All samples below are in standard IFF format which will load into EG Protracker, Octamed etc.

(ST-01) RIPPED MODULES Vol 1-10s Rip Music from various top demos
(ST-02) TECHNO MODULES Vol 1-4 Brilliant Technomusic
(ST-04) INSTRUMENTS Vol 1-14 Up to 100+ various instruments per disk
(ST-11) ABERCROMBIES INSTRUMENTS
(ST-12) DRUM SAMPLED SOUNDS (2 disks)
(ST-14) HOUSE MUSIC INSTRUMENTS
(ST-15) PSYGNOSIS INSTRUMENTS
(ST-17) BACKING INSTRUMENTS (4 disks)
(ST-21) HOUSE MUSIC INSTRUMENTS 2
(ST-25) SOUND FX INSTRUMENTS (2 disks)
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"English teams only use one leg, but the Europeans use both, in different ways." Hmm. You too can talk drivel in post-match interviews, as Steve McGill shows.



Tactical Manager 2

TACTICAL MANAGER 2

Publisher
Black Legend 01438 840004

Price
£26

Versions
A500/600/1200

System requirements
1Mb

Release date
Out now

Graphics 5 out of 10
Mostly text, so it's a bit dull to the eye.

Sound 4 out of 10
Music during matches or not, so again, a bit dull.

Addiction 4 out of 10
If you enjoy filling in spreadsheets and databases, then it's addictive.

Playability 4 out of 10
The design, the highlights and the results coming in beggar belief.

Overall verdict
Stat heads may get something out of this. Football fans should look elsewhere.

55%

It's called 'conceptual grouping' and it's a theory of logic, which is a discipline related to philosophy. The idea is that groups of related items should be placed together in a rational, associative manner.

So, for example, if you choose 'File' on a pull-down menu in a word processing package you'd expect to be offered related options for loading, saving and merging files, just as if you choose Edit you'd expect to see Cut, Paste, Delete and so forth.

Conceptual grouping makes for ease of use, ease of learning, and ease on the nerves. In fact, it's the software equivalent of good manners.

Given the layout and design that the gamer's faced with here, an accurate description of *Tactical Manager 2* would probably be 'conceptually unhinged'. Just about every part of it seems to be rude and unhelpful.

As an example of the unfriendliness of the program, take the club selection screen that a new manager is faced with – though admittedly it isn't too bad so long as you stick only to Premier League teams. The manager is taken to a screen jam-packed with the 24 teams of the First Division, 15 of which don't have any indication of who they are. When I tried to select Tranmere Rovers, it took several guesses before I got it right.

The question that inevitably pops into your head at this point is why did the programmers choose to do things this way? Why couldn't there simply be a little line of text underneath each icon to let you know who the team is?

Now it may seem as if I'm labouring the point on a small detail here. I am. But there are so many instances of this happening throughout the whole program – transfer of players and selection of managers, to name but two – that you end up not wanting to play the game because it's so annoying.

And if you want really annoying, you have to wait anything from 40 seconds to two minutes of dead, completely non-interactive time watching results from the Premier League and First Division. That's enough time to strangle both Jimmy Hill and Alan Hansen.

If you want to enjoy yourself playing a football management game, go for *Ultimate Soccer Manager, Premier Manager 3* or *Super League Manager*. *Tactical Manager 2* isn't different enough from *Football Tactician 2* to justify looking at.



A crap user interface is, as we all know, a crap user interface. It's the old cliche. But we kept ourselves going because we believed that the corner would turn. Unfortunately it didn't.



This is the front end of the program. The box marked 'Premiership' is merely a toggle, yet it's the second largest box on the screen. Jeesh.

Stats literally pour out of this program into the brain of the recipient. The sequel could be called *'Statistical Accountant 3'*. Or something.

ACTION REPLAY

Highlights are a key element of any football management game – they should enhance the atmosphere as well as provide the manager with positive feedback about the performance of the team. *Tactical Manager 2* uses the pictures on the right as well as some text that quickly becomes boring. The football pitch has a small animated rectangle which represents the 'flow' of the game. Wow.



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It sneaked in on the CD32 last Christmas and now you floppy people can get your hands on Vision's violent racing game. Steve Bradley investigates.

Roadkill A1200

ROADKILL A1200

Publisher	**Guildhall Leisure 01302 890000**
Price	**£29.99**
Versions	**A1200**
System requirements	**A1200**
Release date	**Out now**

Graphics	8 out of 10
Excellent. The attention to detail is finicky.	
Sound	7 out of 10
We even like the rousing rock tunes. Can this be a good thing?	
Addiction	8 out of 10
Certainly one of the better one-player racers.	
Playability	8 out of 10
Splendid car movement and missiles from heaven.	

Overall verdict

A fabulous, violent one-player racing game but how we wish for a link option.

80%



As you progress through the races, more and more power-ups are available. Not that any are better than the homing missiles which allow you to shoot cars travelling behind you.



Even in death, *Roadkill* is a visual treat. Witness this fine rendered explosion as you crunch the barrier once too often. Not that you were going to win the race – just look at your position.



Six cars to choose from and they all handle superbly. And Cyclone looks pretty cool, huh?

■ Even the rumbling rock music inspires you to greater effort – to get more, bigger, better missiles

It was a busy period when the CD32 version of *Roadkill* arrived last Christmas and tall Scotsman Steve McGill reviewed it and... mumble, mumble... I didn't actually play it at all, though I did see the fantastic, rendered 3D opening sequence. But I won't talk about that because it isn't on this version. By Jove I'm excited now, though. I've just ploughed through the first three courses and already I'm hooked. Back in a minute...

Roadkill, as you can see from a quick glance at the pictures, is an overhead racer. All the best ones are, these days. Overhead, I mean. If *Speedball 2* was a car racing game it would be *Roadkill* – there truly is a splendid helping of violence packed into the three disks.

The box bears the Acid Software logo but it's actually written by Kiwi brothers-in-arms Vision. Coded in *Blitz Basic, Roadkill* is a graphical treat, with smartly animated cars and even bits of the track that are translucent so you can see bits of a city below – it feels like you're driving ridiculously high up.

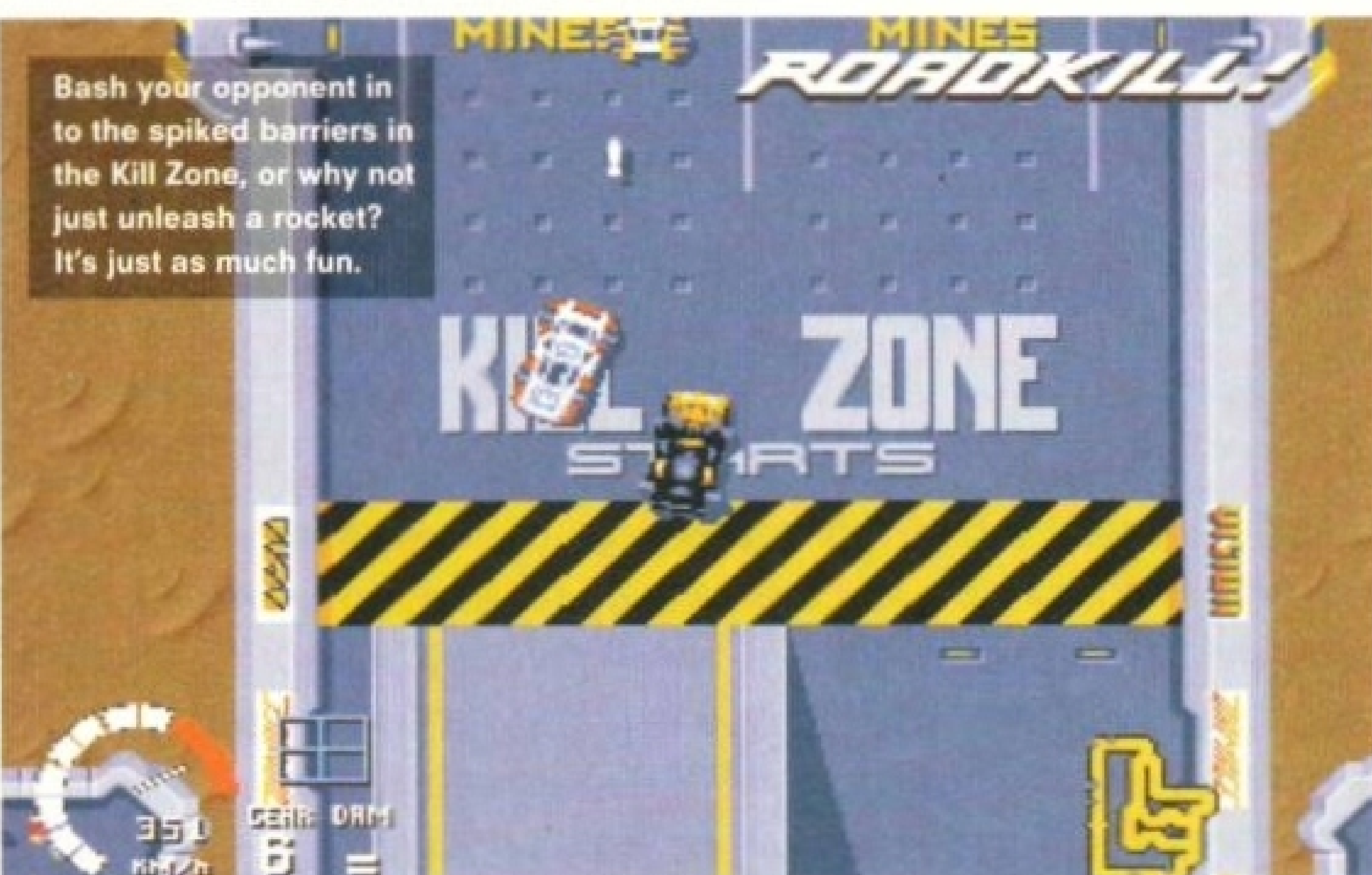
You can choose from six cars, which admittedly all seem rather similar, and drive against eight different computer opponents. Along the way you can collect missiles and rockets to blow the other cars off the road. It's all terribly thrilling.

The homing missiles are enormously satisfying because you don't need to bother aiming at anyone, just let 'em go and watch the nearest car perish horribly. Take out a few and a voice shouts, "Jackpot!" before imploring you to blast one more to "Get the super jackpot!", which just means you receive potloads of cash, though you can't spend it on anything. But a gratifying achievement, it has to be said.

Not that this is the only way to take out opponents. Each track has a Kill Zone which consists of a short section with spikes either side, so you bump your rivals to the side and it's goodnight, friend.

Tactically the game's a minefield. Do you concentrate on collecting missiles – which means taking a certain line – and blow away as many of the rabble as you can, or just go for victory by driving like the wind and keeping your nose clean? Go on, kill them – it's a lot more fun.

You don't get to see much of the track in front of you so it's best to keep one eye on the scanner, which shows you as a microdot. This helps when anticipating the corners but often means



Bash your opponent in to the spiked barriers in the Kill Zone, or why not just unleash a rocket? It's just as much fun.



As you unleash the missiles, so your financial reward increases. Listen out for the invisible commentator who implores you, with a splendid growl, to "Go for the super jackpot".

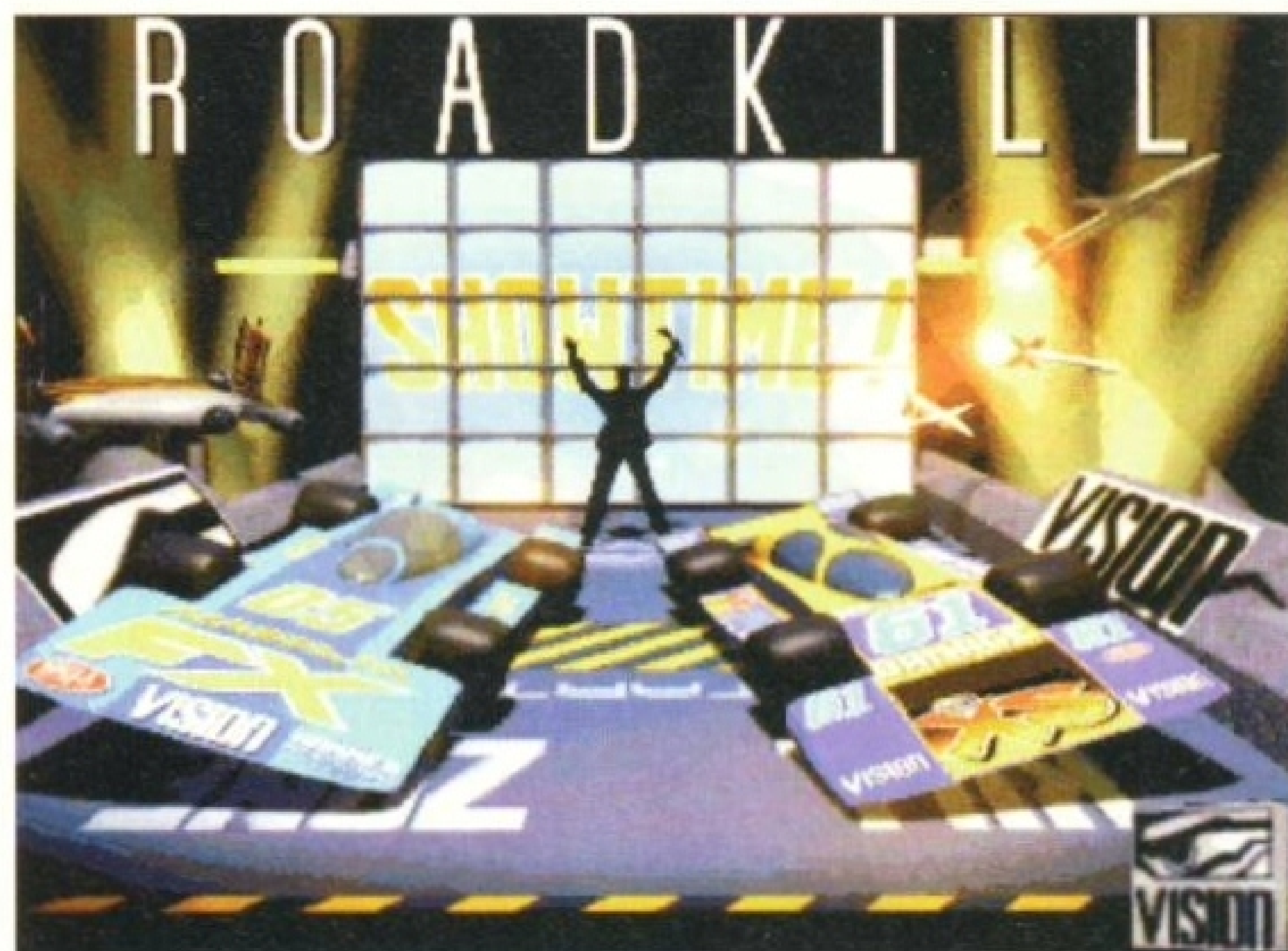
you can miss out on some of the oh-so-important power-ups.

Some of the tracks are a little weird, with strange, pointless loops that drivers of a sneaky disposition will soon realise can be missed out for a quick short cut. Lose three points, Vision, and do not pass go. Mind, don't try it later on, though, because your lap won't count.

Gain two points, Vision, for the practice lap is a neat touch, allowing you to pootle around checking out where the pick-ups are and which bends you have to slow down for.

Roadkill has three difficulty levels and options for three to five laps, and those with a joypad will find it easier than those without. The old joystick and keyboard scenario – a tad tricky.

Roadkill is a racer with tons of atmosphere. The invisible chap who growls instructions, the music (even the rock music) inspires you to strive, regardless of low your armour is. And sure, though it's a fairly standard top-down racer, with no link option or two-player mode, and it costs thirty quid, the attention to detail ensures that you forgive the sins.



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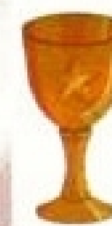
STAGE 3...

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Once they wore mighty dungarees 'til they were left naked but for green underpants. Steve Bradley investigates the dilemma that is *Timekeepers...*



Timekeepers

TIMEKEEPERS

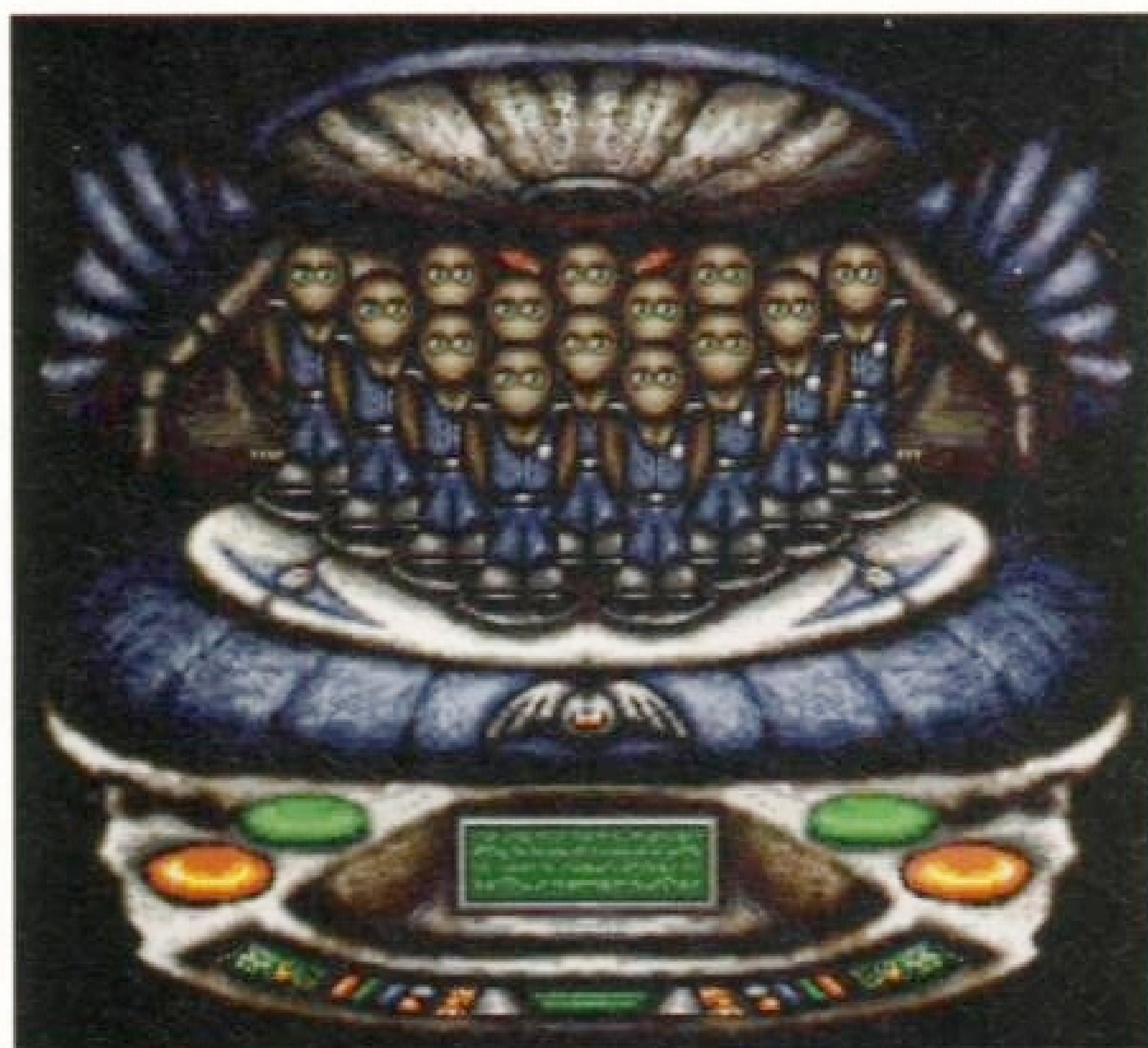
Publisher	Vulcan Software 01705 670269
Price	£12.99
Versions	A500/600/1200
System requirements	1Mb
Release date	Out now

Graphics	7 out of 10
	It looks like Valhalla.
Sound	8 out of 10
	We like the hollering and bellowing. Oh yes.
Addiction	6 out of 10
	For a while, until your hair falls out.
Playability	6 out of 10
	Frustrating, but still occasionally rewarding.

Overall verdict

Huge, complex and reasonably good value for money, but casuals need not apply here.

65%



Behold, we are the doughty Timekeepers and we've come to save Belgium hundreds of years ago from nuclear reactors. How mighty we...



...are... damn! Where have our most sacred dungarees gone? How can we tackle the warlord Wilhelm wearing just our green underpants?

There's a short animated sequence at the start of this game, right, and all these little ET wannabees (they are the Timekeepers, as it happens) are about to be transported to the first level.

They're all wearing what appear to be blue dungarees and standing on a teleport, when, in the winking of an eye, a large finger appears, presses a button and their dungarees drop to the ground revealing, and we kid you not, green underpants. GREEN UNDERPANTS. Oh, the humiliation.

So, *Timekeepers*. Sixty puzzle levels split into four worlds: Hieronymus Land Two Million BC (in Belgium), Medieval Land 1245, Vietnam Land 1966 (hmmn) and Space Land 2001. Their task, to disarm 20 nuclear devices. I'm sure you missed one, eh lads?

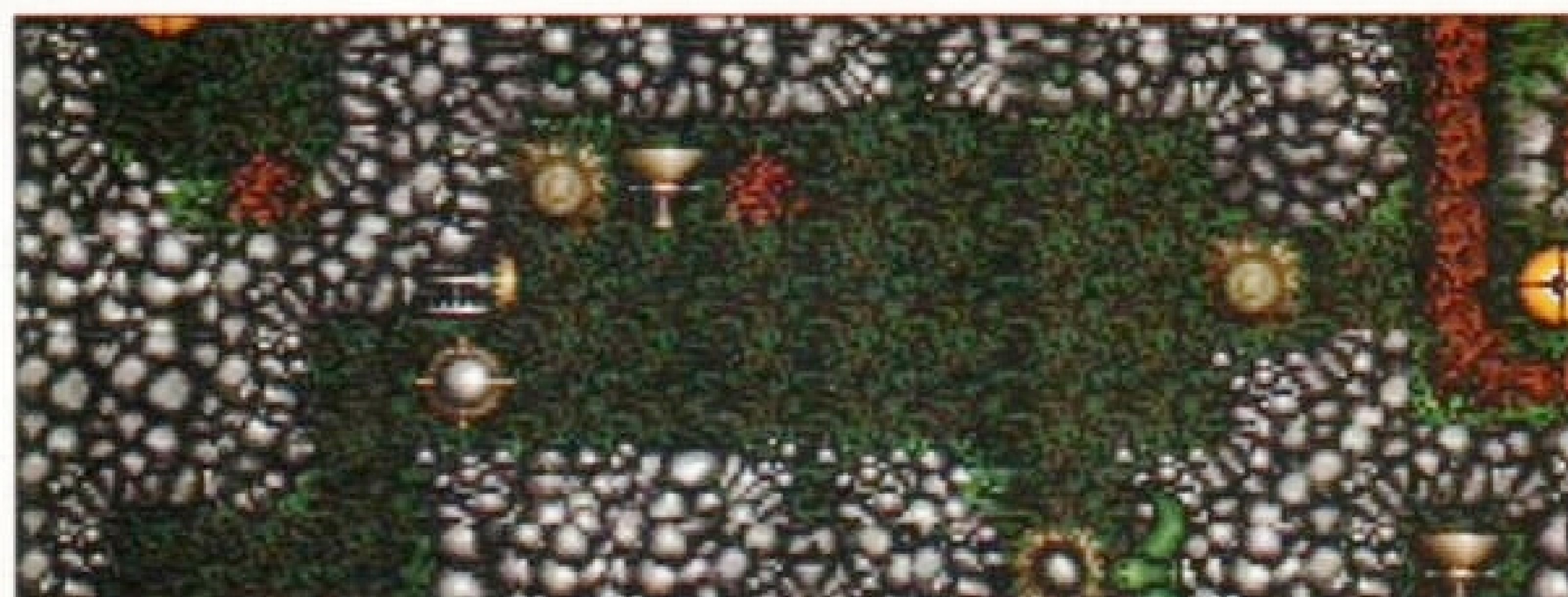
Anyway, I'm on one of the Belgian levels and I'm two men down (still got 12, though). Sensibly, I freeze the frame. Fires blaze in front of my weary Belgian liberators. If I don't drop in three upward and downward facing arrows pronto, six will perish before you can say "*Valhalla: Before the War*".

Then there's the sneaky chap who's about to cross the bridge WITHOUT MY BLOODY PERMISSION (just think of Michael Caine when you read that bit) and unbeknown to me there is a fire just over the other side. And this bridge, it has a special seat, so only one can go over at a time, and if the fellow perishes in the fire on the other side of the bridge, the seat, obviously, remains on the other side, leaving you stuck. By Jove, is this game not difficult enough without requiring the reflexes of Andre Agassi before you start? And the worst thing is, despite the horrendous design of this level, I'm enjoying the game.

I like the way you manoeuvre one chap around the level to face an alien foe before clicking on the aggressive fanged teeth icon. When the two meet face to face, they holler at each other before the alien perishes. Clutched my sides for a while, I did.

Be in no doubt that *Timekeepers* is immensely tricky. Even the early levels bedevil you. It's like *Valhalla* meeting *Lemmings* in a maze. In the dark. Those with the patience of Job should find solace while mere mortals will screech at the screen, simply because *Timekeepers* expects you to think of so many things at once. However, it's fun, if frustrating, and *Valhalla* fans will surely rejoice in the speech.

■ *Valhalla* meets the *Lemmings* in a maze. In the dark, and in the middle of nowhere.



Use the spanner icon on the orange button to unblock the gaps. Use it on the funnels and a huge green bird swoops over, picks you up and drops you over a wall. This may be a bad thing.



You have to be speedy with the mouse to make progress in *Timekeepers*.



Touring Car Challenge

OTM 01827 312302 ■ £24.95 ■ A500/600/1200 ■ 1Mb ■ Out now

Steve McGill finds out why Touring Car racing is a completely different ball game from *Formula One Grand Prix*.



You can effectively play this game and win a season by using only three of the icons shown here.

The sport of Touring Car racing is a major force in motor racing, both from the competitors' and the spectators' points of view. It's my favourite motor sport and that's why this program looked particularly alluring when plonked on my desk.

The advertising for the game boasts "Stunning race events including qualifying, crashes, spins, car failures, stop/go penalties, weather changes and pit stops". Not only that, but it also flaunts three levels of race highlights with accurate car and circuit designs. "Sounds excellent," I foolishly thought.

Within the first three races I started getting a feeling which could still not be dispelled three full racing seasons later. This game is an unmitigated non-event; a non-achieving, non-aspirational, non-inspirational, non-entity.

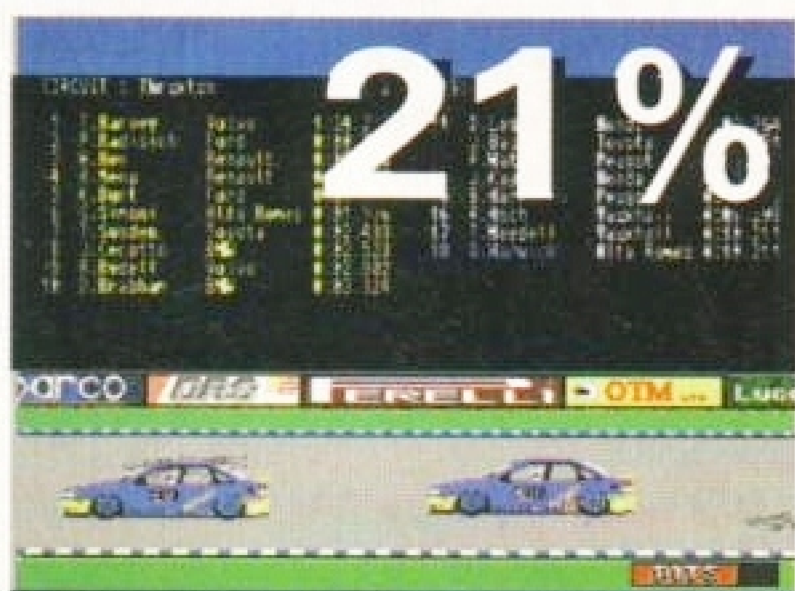
It's a throwback to the bad old days of *Football Manager* on the Spectrum. Not that that was a bad game in its time, but *Touring Car Challenge* doesn't actually present the gamer with any challenge or entertainment beyond the confines of an exceedingly simple text-based management simulation.

Sure, there are graphics here, but they don't actually have any significance either to the game or the mechanics of the game's engine, other than breaking up the inevitable monotony that text-based management games induce.

Most of the features mentioned in the advertising – weather forecasts, wet races, and news reports – are merely text messages informing you of minor events in the background, presenting the player with no benefits whatsoever other than letting him know he should think about changing tyres before or during the race.

The three levels of highlights are a joke, because all the highlights actually consist of is watching the participants whizz past the starting line. This lets you see who's in the lead and where your drivers are, but you're continually updated on this from the lines of text above the highlights screen anyway.

Don't even consider buying this. It looks as if more money's been spent on the promotional literature inside the box than on the game. That's bad.



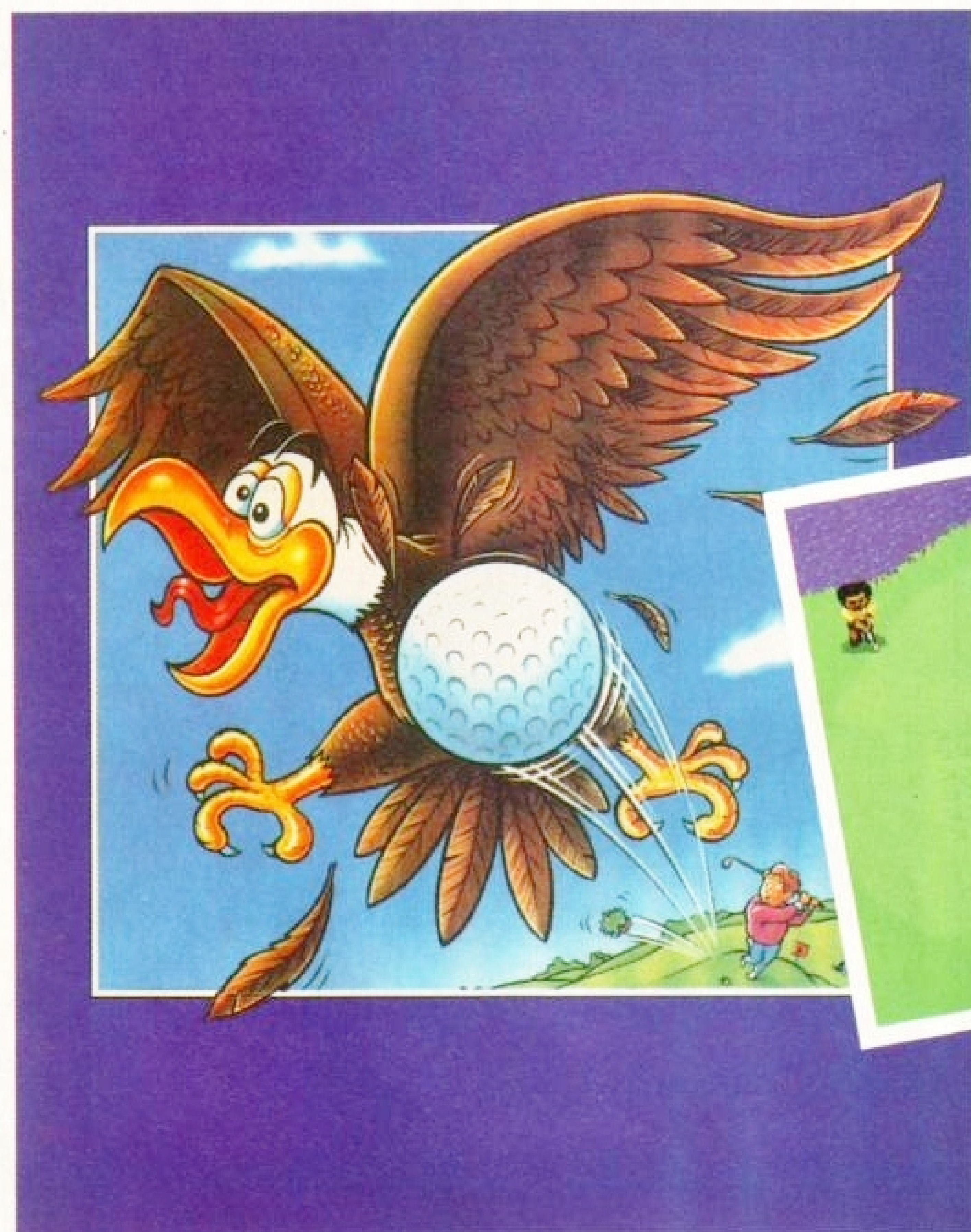
Those stunning electrifying highlights in full. Gasp as your text name moves up the list.



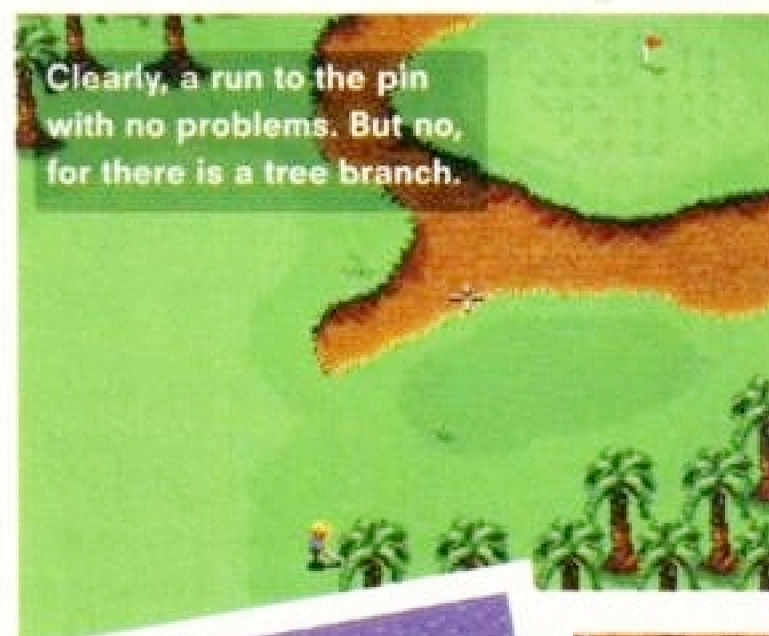
This is the bit where we talk about plus-fours and V-necked jumpers. And checked trousers. Steve Bradley gets all Sensible about golf...



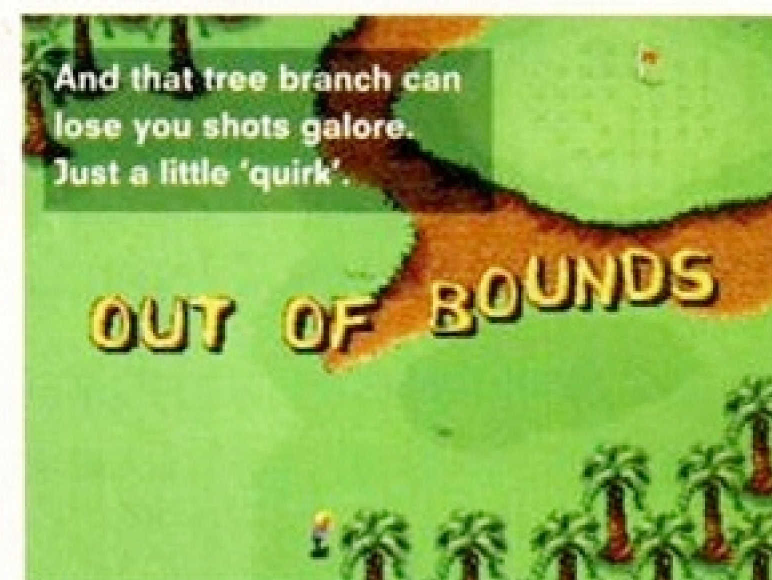
Sensible Golf



In golf, you can 'make a birdie', 'hit an eagle' or even 'score an albatross'. Which hardly seems like sufficient excuse for this witty cartoon.



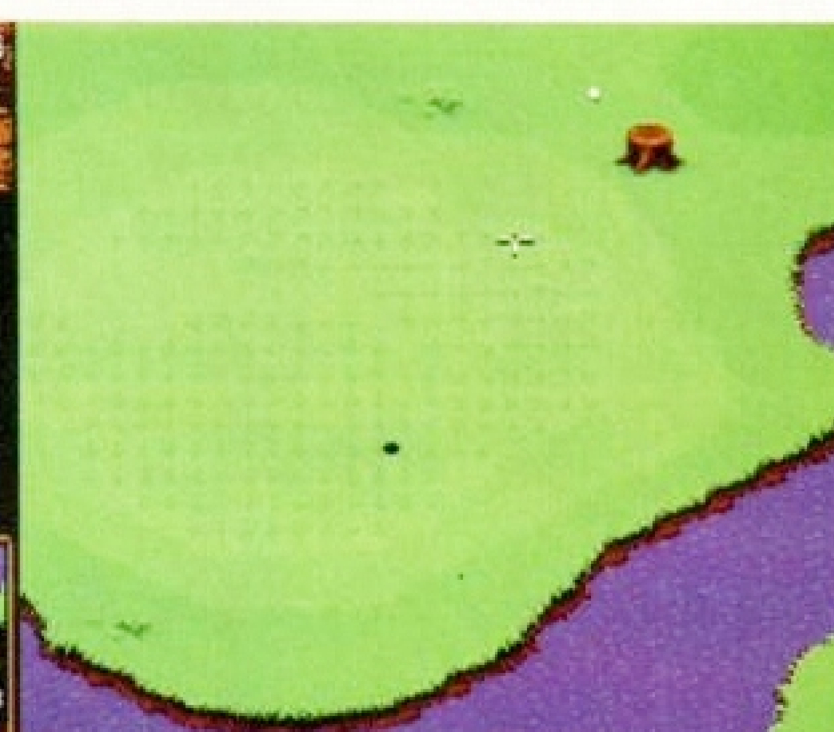
Clearly, a run to the pin with no problems. But no, for there is a tree branch.



And that tree branch can lose you shots galore. Just a little 'quirk'.







Putting is the toughest of the golfing disciplines, and the vast amount of little arrows baffles one. It's very much a case of hit and hope, and only experience leads one to success. And luck. And skill. Damn.

Sensible Software are renowned for producing games with the odd 'quirk' and this one has more than its fair share. Here are just a few of them. This won't take too long.

One particular hole, a par four on an island surrounded by water, can be reached in one stroke. If you don't quite reach the island and land in the drink, then naturally you're returned to just in front of the tee. If, however, you whack the blighter with a large wood and it rolls over the back of the green into the water (which it nearly always does), despite losing a shot, you still get to chip for a birdie.

On occasions, when you're quite clearly on the green, the little caddie in the computer only lets you have a pitching wedge. Other times, you can be resting by a tree (the ball can be resting, that is) yards off the green and it automatically gives you a putter.

The collision detection with trees is very odd. A ball rolls seemingly harmlessly under the branches of a shady tree, when lo, it comes to a halt at the sight of the first branch. And at times, when you've shot out of bounds, you think you're blasting away from the trees, only you still end up whacking branches and getting called "Out of bounds" by some chap with an American accent. Annoying.

And on some holes, the computer players are virtually guaranteed to keep whacking the ball in an attempt to get over trees to the green or a choice part of the fairway, but will go out of bounds loads of times until they make that perfect shot.

The holes themselves. Some of them have more sand than fairway, others are ridiculously wet, littered with ponds. And you can hit the ball from in the water. Yes, sometimes it splashes near the bank, no water hazard is called and you get to thwack through the pond – making, admittedly, a tremendous splashing noise in the process.

And the little man actually got stuck in a tree once.

Phew! Now this might seem like Attack of the Monster Quirks from Hell, but before we go further, I have to hold my hand in the air and say: "I like *Sensible Golf*". It's a golf game quite unlike any other, and one which could have floundered badly.

Because it's Sensible, you expect a tiny little man and a few quirks. And that's just what you get.



A straight putt here. Only an armed attack helicopter can stop this from sinking.

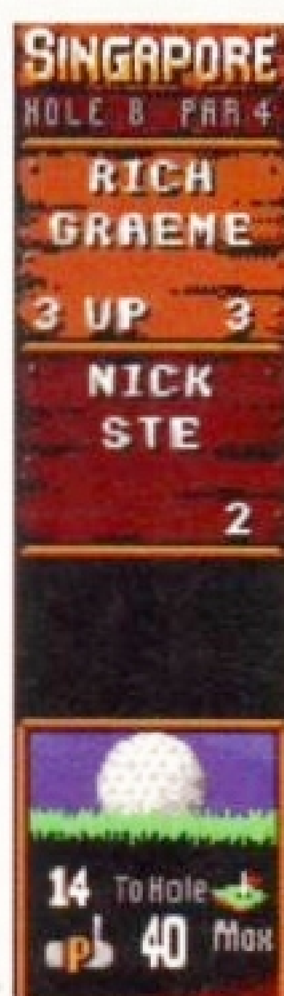
Captain Quirk

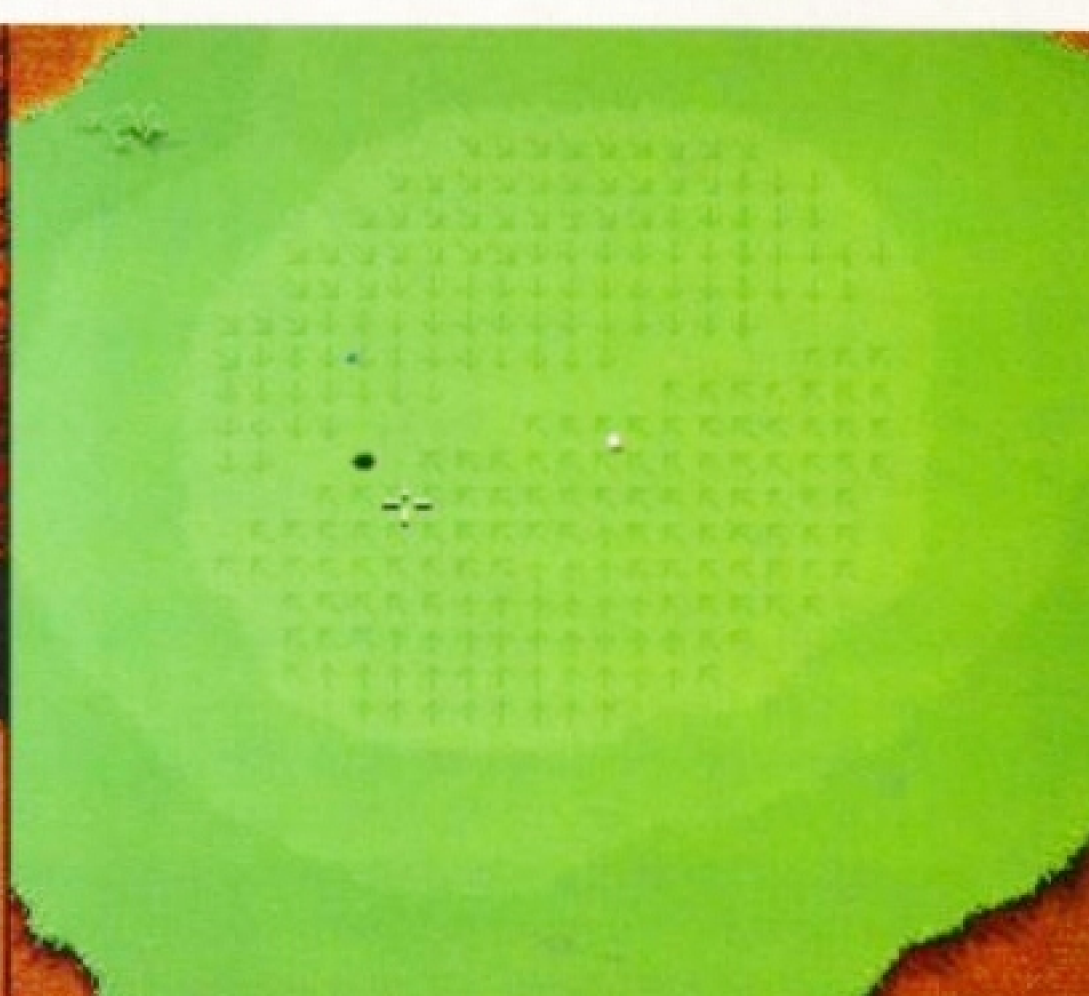
An overhead arcade-style game might seem to be a quite unsuitable approach for a sport that was once described by Oscar Wilde as "a good walk ruined". Yet this holds together remarkably well, despite the above 'quirks'.

Hopefully you played our neat, five-hole Bath Waters demo last month and



Get the big wood out and whack it towards the the tiny patch of fairway on the left by the sand pit. Then you're bound to chip it straight in. Honest.





Putting would be very easy, if it weren't for the fact that it's actually incredibly difficult. All those little arrows don't make it easier to judge pace and direction.

you've got a reasonable idea of how the shebang works. For sinners who missed the sermon, it reads thus. You are a little man. A man who can choose the colour of his skin, hair, trousers and jersey. You have thirteen golf clubs and 25 courses to walk, each course being made up of 72 different holes, and the whole assortment is scattered liberally throughout with changes in graphical style for good measure.

The game itself? Well, it's far removed from *PGA European Tour.* There's no wind to worry about, just the problem of hitting the ball straight and true and to the pin.

It works like most other golf games – three button-clicks on a semi-circular bar with swing and hook – but here, if you want to gain the maximum yardage that can be squeezed out of the club you're using, you have to click the button at the very end of the bar, which basically means you're often better 'going down' a club and giving yourself more leeway on the strike.



Sensible Golf is blessed with options; tournaments galore, multi-player, four difficulty levels for computer opponents, that type of thing. Good. We like this. But it's more a multi-player game than *PGA,* mainly because of the speedy pace at which it runs. You can rattle through eighteen holes with four human players in an hour and some.

Another reason for preferring to play with flesh-and-blood opponents is the blinding accuracy of the computer players, particularly on their second and third shots. It knocks the old confidence when they're banging the ball straight in to the hole from 140 yards.

Course it is

A factor in your favour is that the play is pleasantly intuitive. You can crack a six iron 150 yards and it will occasionally sink, but it mostly don't. It certainly doesn't pay to be brave, though. Attempting to sneak over that last bunker, or the final pond by the green often ends in disaster because the club yardage includes bounce and roll.

And putting can be a lottery. The greens are littered with directional arrows but the accuracy required when judging the shot and pinpointing the pace ruffles your feathers at times. A little more detail would be appreciated.



Corks, you can even put your own names in and stuff. These people think of everything. Apart from good collision detection on the trees and sensible course design, of course.

Don't expect realism from *Sensible Golf* – it's arcade fare, pure and simple, which is what makes it refreshingly different from the rest of the *PGA* wannabes. *PGA Tour* is the benchmark and Sensible sensibly decided to go for a whole new ball game which, despite its 'quirks', is rather fun.

Sure, it rather pales when compared with their other games; it hasn't nearly the longevity of stalwarts like *Cannon Fodder* and *Sensible Soccer,* but it ain't as bad as some feared it would turn out. It's enormously pretty and even has the odd humorous touch – a sarcastic round of applause as you hack and miss.

No doubt the Sensible name will ensure *Golf's* success and thankfully they haven't rushed it out – it was originally pencilled for release last Christmas. It still isn't even nearly perfect, but I forgive its eccentricities because I thoroughly enjoy playing it. And that's what counts, right?

THESE HOLES, THEY ARE DAFT



Hmmn. This par four is best overhit because if you go in the drink over the back, you still get to chip for a birdie.



Hrrummph. Stupid, eh? Where could they get all that sand from? And who put that pond there? Own up.



Daft fairway behind the tee scenario, here. Behind the tee. How bad do they think we are at this game?



Robbed we was. And they were using the wrong sort of balls. And illegal clubs, too.

SENSIBLE GOLF

Publisher
Virgin 0181 960 2255

Price
£29.99

Versions
All Amigas

System requirements
1 Mb

Release date
Out now

Graphics 8 out of 10
Thoroughly, predictably Sensible. *Cannon Fodder* golf courses.

Sound 7 out of 10
Splashes, thwacks and a bit of speech. And some birds tweeting.

Addiction 8 out of 10
The speed at which you skip around ensures you won't get bored.

Playability 7 out of 10
Abovementioned 'quirks' apart, it plays golf to a tee.

Overall verdict
An ambitious style of golf, sure, but Sensible have just managed to pull it out of the bag.

81%

Super League Manager CD32

SUPER LEAGUE MANAGER CD32

Publisher
Audiogenic 0181 424 2244

Price
£29.99

Versions
CD32 only

Release date
Out now

84%

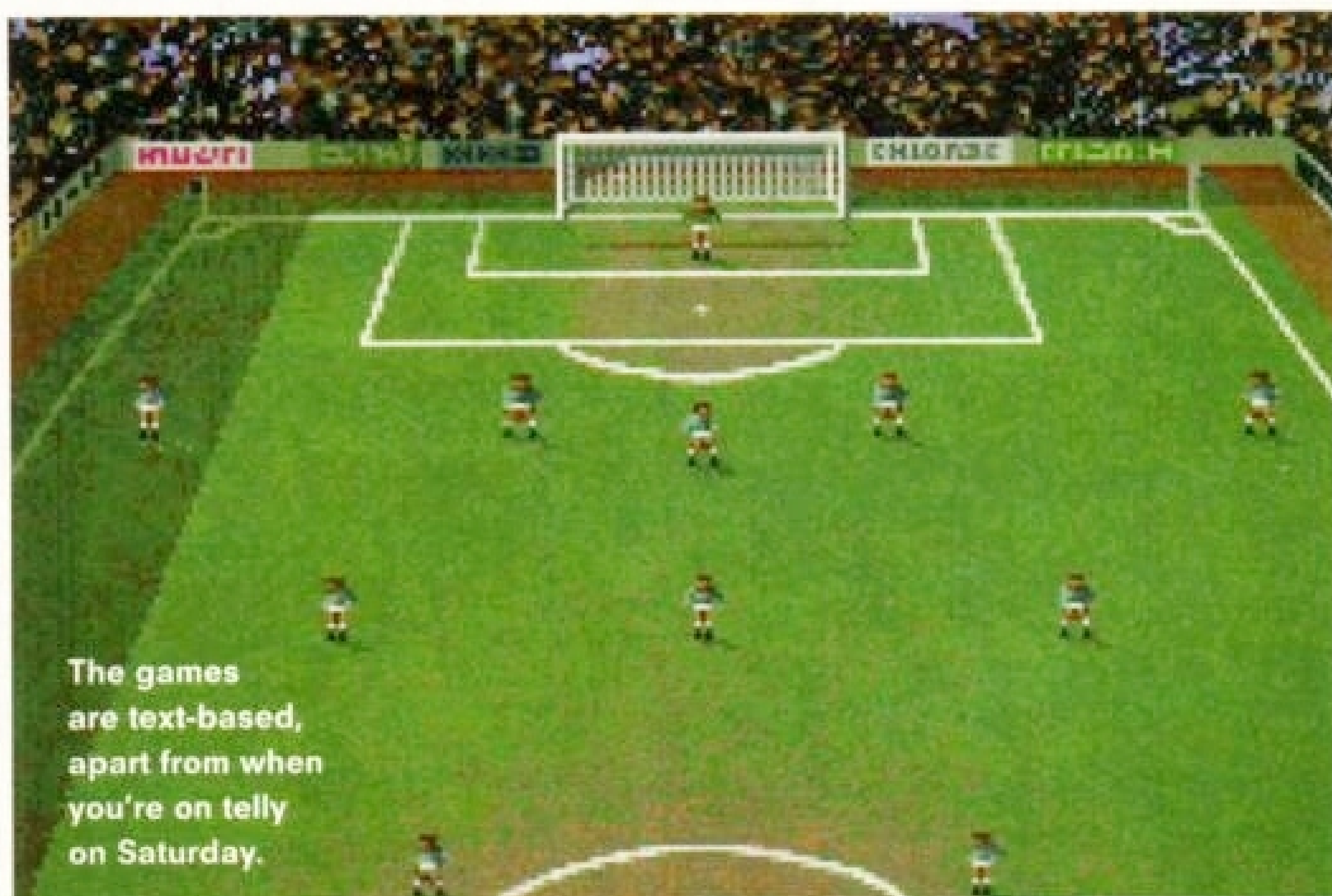
The first football management game to hit the CD32? By Jove, and footie games top the charts week-in, week-out. Surely shomeone should have knocked one out before now? Well no. Arise *Super League Manager*, for you are the numero uno. Thankfully for CD32-ers, it's one of the best examples of the genre.

No real players here, for it's a mythical setting as you take the helm of struggling Folkford United, nicknamed 'The Hoofers'. It's reckoned that hard-nosed chairman Les Wilkinson is looking to flog your home ground to property developers. The Folkford job, Brian – the most difficult in the league?

The manual (not that we talk about such things) is excellent, detailing brief histories of all the clubs. And the game, rather than bombarding you with stats, instead offers just a few thoughts about each player, which leaves you free to coach and find out who's best in what position. Sure, this is a tough, time-consuming game, but you really feel part of the set-up – with other management sims you can never truly believe you're the gaffer at Old Trafford.

Also included is the arcade game *Wembley International Soccer* and once every few weeks, when you appear on *Match of the Day*, you get to play the fixture yourself. The secret lies in keeping a record of your players' marks out of 10 in the local newspaper reports and varying the team's training. Definitely worth investing in.

Steve Bradley


The games are text-based, apart from when you're on telly on Saturday.



Phew! At least you won't have to fork out piles of cash on the ground. Stock the drinks bar.

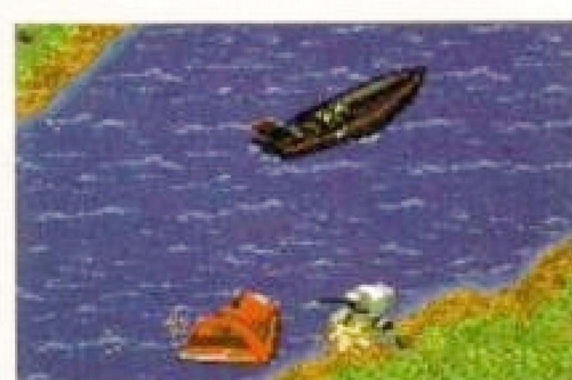


The manager's desk is the most important area – remember to water the plant, mind.



Listen to your trainer because his advice is crucial when picking your team for Saturday.

Jungle Strike CD32



■ **Be in no doubt that *Desert Strike* is a helicopter shoot-em-up out of the top drawer**

JUNGLE STRIKE CD32

Publisher
Ocean 0161 832 6633

Price
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The follow-up to *Desert Strike* disappointed some, particularly after we'd been charmed rotten by Binary Asylum's *Zeewolf*, but be in no doubt that *Jungle Strike* is a helicopter shoot-em-up out of the middle-to-top drawer. Again, it's mission and task-based as you hover the skies, picking off targets with bullets, hydras and hellfire rockets. This time, though, despite obvious graphical similarities to its predecessor, the missions are more searching, the terrain more varied and there are more craft to ride, including a stealth bomber, bike and hovercraft.

Perhaps mindful of the somewhat xenophobic overtones of *Desert Strike* (evil General Kilbaba, Middle Eastern despot), the first mission sees you, amongst other things, attempting to rescue agent Akbar, a friendly turban wearer, though jingoism remains rife. Washington DC is awash with terrorists and the President and local library are at risk as you blast vans, rescue hostages – you know the sort of thing. There are nine campaigns to do, each with several missions, but despite this bloating of the original, you spend far too much time scuttling backwards and forwards.

And controlling the chopper is far less enjoyable than, say, the mouse-controlled *Zeewolf*, because you're always at the same height. And it's less intuitive. Sure, there are good things here (and *Zeewolf* isn't available for CD32) but after a while you'll be glad of that password system.

Steve Bradley


Graphically it's not a vast improvement on *Desert Strike* but the facilities are better.


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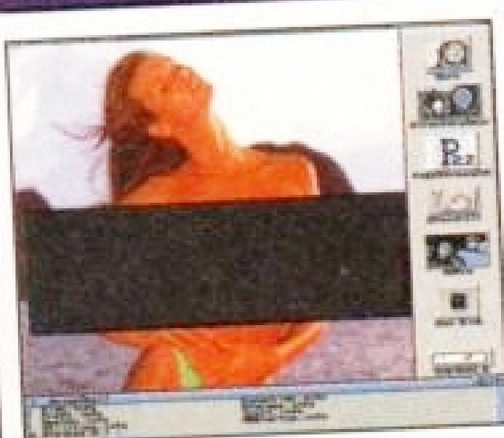


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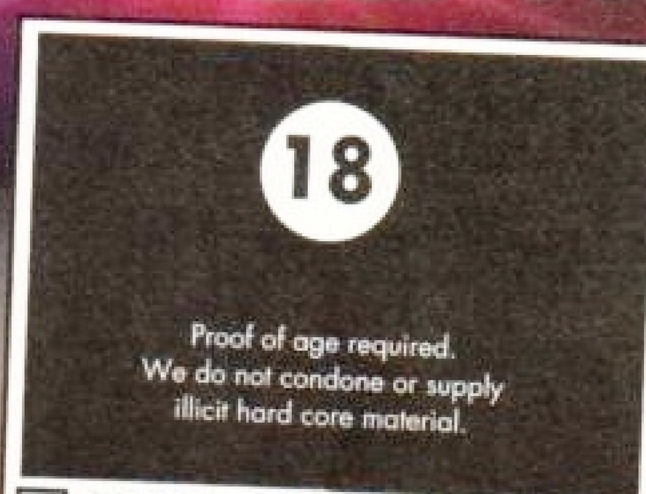
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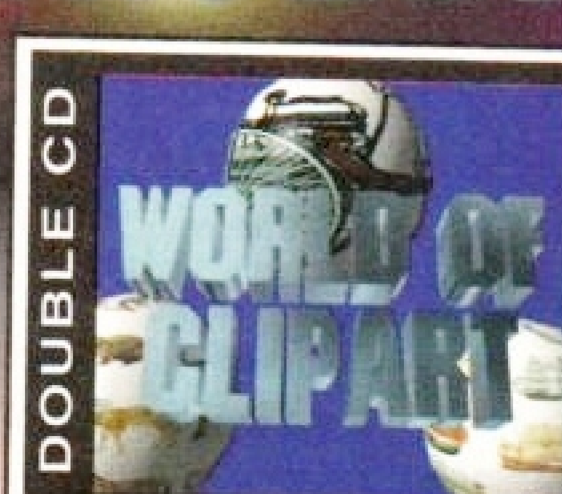
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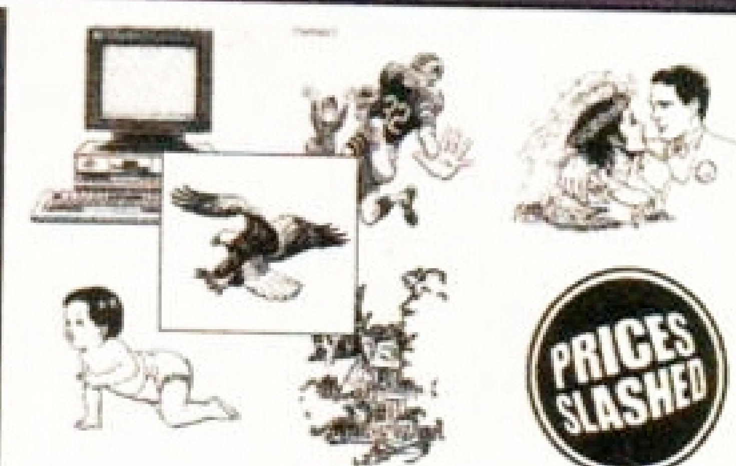


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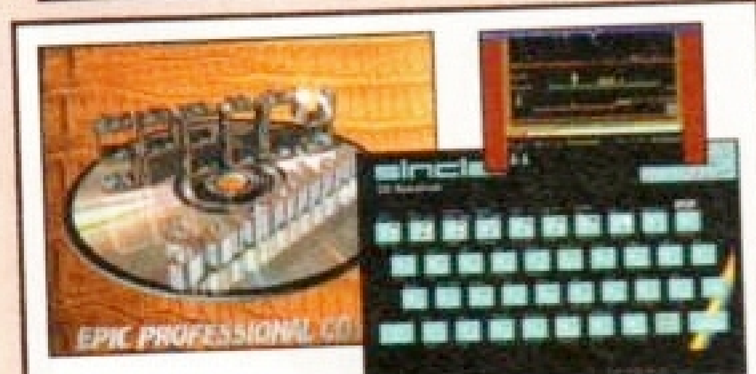
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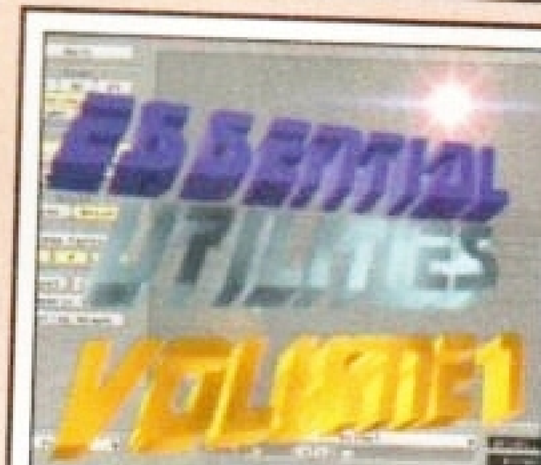
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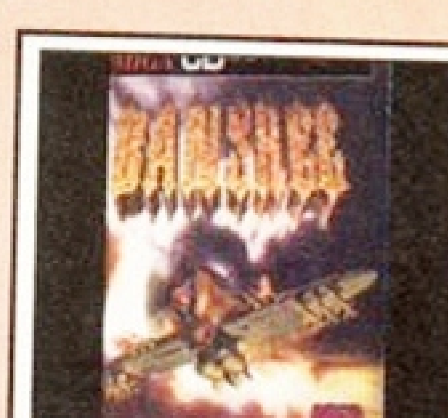
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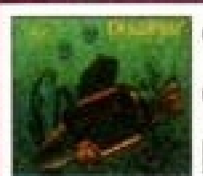

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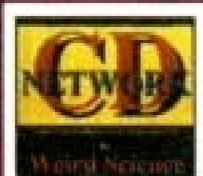

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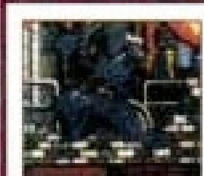

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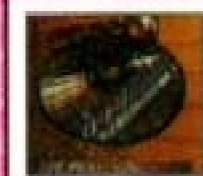
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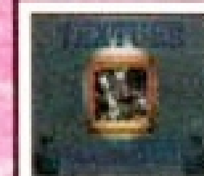
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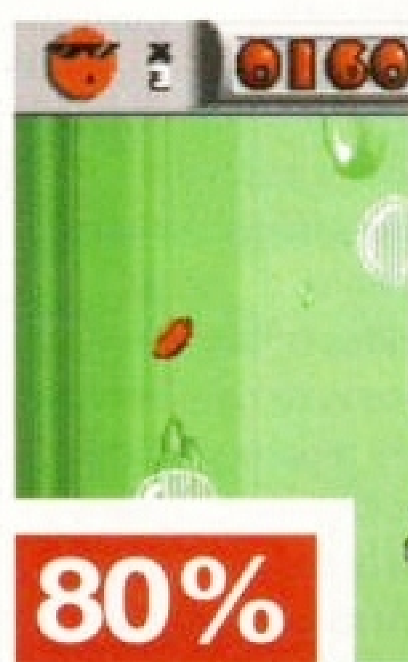

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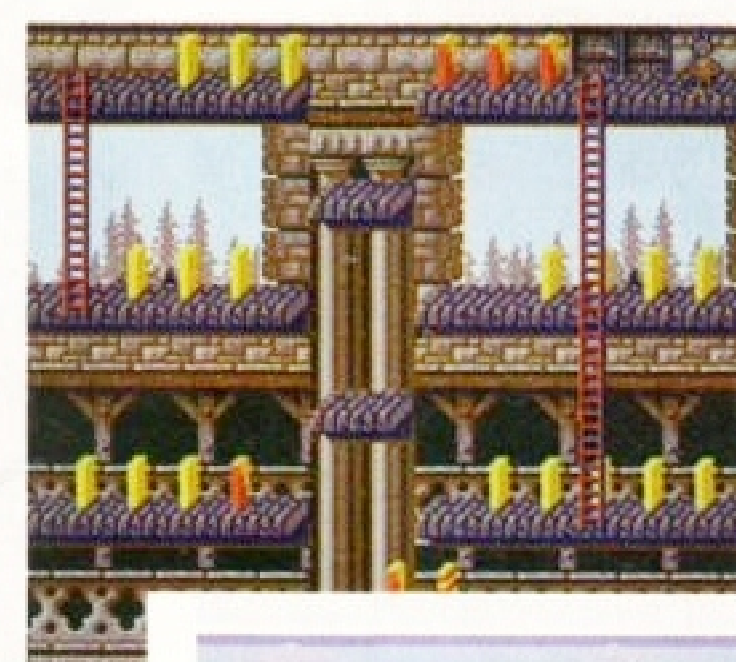
 Proof of age required. We do not condone or supply illicit hard core material.

Settle back, perhaps with a pipe, as Steve Bradley addresses this month's re-releases. Worth having a cup of tea handy, too. And maybe a biscuit.

Re-releases







80%

HELP! COMPILATION

Acclaim 0171-344 5000 £39.99

There's only one dog here and it's no mongrel, just the dull *Lemmings*-style evolutionary puzzler *Humans*. Levels aplenty, just not as imaginative as its more popular counterpart.

But *Cool Spot*'s better. A swinging platformer with somewhat odd parallax scrolling – when you jump from side to side the screen jerks wildly. Unnerving. But Cool's an endearing fellow (for a spot) – a spot-collector, balloon-swinger and all-round dude. A tricky performer, this, and welcome in the collection.

Sensible Soccer. You know it. The best Amiga game (apart from *Sensible World of Soccer*).

Desert Strike is an arcade helicopter romp, though only four missions long, more's the shame. You hover around blasting buildings, soldiers, jeeps and stuff while collecting POWs and dropping them back on your ship. Not as good as *Zeewolf*, but still filed in the near-greats department.

To *Push-Over*, then. Here's how great *Push-Over* is. We got a letter from a Granny in her eighties asking for level code 73 (or something). 'A great-looking platform puzzler' would be a fairly succinct description. You set up blocks so that your first (and only) push knocks everything down. Like dominoes, only on your computer, see? Fine.

Road Rash bears little resemblance, though, concentrating its efforts on motorcycle racing and violence. You kick, thump, swing batons and generally cause mayhem in your attempts to get to the finishing line first. Marvellous at first, but it drags when you've overtaken everyone. Oh and there are cars and police on motorbikes to avoid, too. So, the compilation is for charity, it's 40 quid and pretty good value at about six and a half nicker a game.



HELP! COMPILATION: Six whole games, and all for just 40 sovs. All in a good cause, too. The best of the lot is *Sensible Soccer*, but of course you knew that anyway. *Desert Strike* is fine, *Cool Spot* is dandy and *Road Rash* kicks rump. Oh yes.

FLASHBACK

Kixx 0121-625 3311 ■ £16.99
Reviewed *AF45* 93%

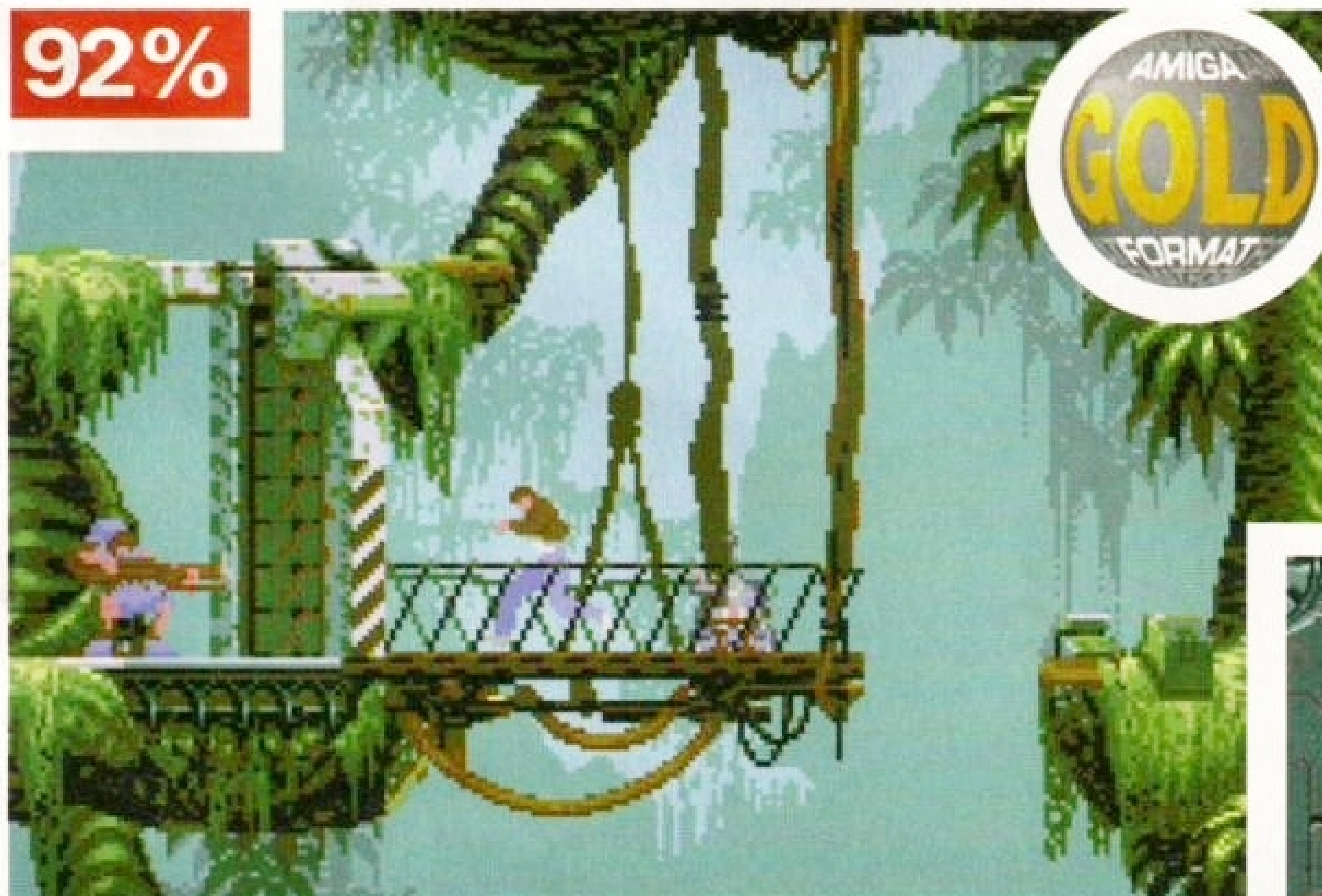
A timely re-release for *Flashback*, we at the *AF* Control Centre reckon. The year is 2142 and scientist Conrad Hart has discovered that loads of really important people are actually alien interlopers. A 'loses memory, gets caught, gets away' scenario ensues and Conrad's task is to regain his memory and return to Earth to warn human folk of bad aliens.

Flashback is one of the best-looking Amiga games. The sprite animation is slick, the graphics cinematic and the action swaps between shoot-em-up, adventure, puzzle-solving and platform scampering. And there's seven levels of it, varied to boot.

You don't have a lot to go on at first, just a message to meet someone, but it isn't long before you're under fire from mutants with machine guns in dense foliage. Get through the jungle and you're in the city, guards patrolling the streets as you sneak about tripping switches, shooting the swine and trying to get enough cash together to get back home. A fine game.

Continued overleaf ➡

92%



FLASHBACK: Conrad bravely steps in when other, lesser men would wander away with a resigned shrug. Mind you, when he gets through that door he'll get his head blown off.





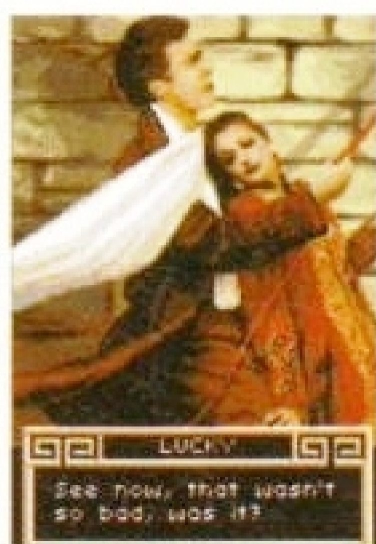
FLASHBACK: 'What on Earth is this?' would seem an apt caption.





HEART OF CHINA: Not many decent point 'n' click graphic adventures around these days, so trawl the archives one must. It ain't *Monkey Island* (and, indeed, what is, apart from…) but those with a hard drive should enjoy this romp in Asia.





HEART OF CHINA: Feeling Lucky? Then examine the graphical splendour of yon computer game. Very pretty.



HEART OF CHINA

Kixx 0121-625 3311 ■ £16.99
Reviewed *AF32* 90%

A point 'n' click graphic adventure game set in 1930's China. The daughter of a rich baron (have you ever heard of a poor baron?) gets kidnapped and you, pilot Jake 'Lucky' Masters, must save her. Why? Because you owe rich baron much cash. It's a rescue-lass-debts-cleared-and-you've-done-me-a-favour scenario, see. A sort of Indiana Jones game without the fate of Atlantis

Heart of China uses something called the Dynamix Game Development System (DGDS) which is a posh way of saying you interact with the characters by trawling the mouse around the screen – icons appear and you click on whatever you fancy doing. It works in the first-person perspective, unlike most adventures where you view the action second-person. Your first task is to hire yourself a feisty martial art-ing accomplice, a chap who can kick people in the hat at the drop of a chin, a chap who wears a black balaclava even though it's 114 degrees in the shade.

You have to be quite careful when interacting with other characters; say something out of turn and you might regret it later when you want a favour.

Heart of China looks great. The graphics have a cinematic quality and there are animated sequences which pop up now and again to let you know what's going on elsewhere. And best of all, there are always different paths to take which makes it rather less linear than most of its ilk.

ROME AD92

Kixx 0121-625 3311 ■ £16.99
Reviewed *AF40* 77%

Humorous, aspirational, 3D, point 'n' click, adventure. All words which can happily be used to describe *Rome AD92*. It looks a bit like *Populous 2,* though the game is far more tongue-in-cheek, with characters such as Seganus Megadrivus and Nintendus Gameboiis, while an arms dealer is called Mafioso. It tickles briefly, anyway.

The basic premise is to rise through Roman society by any means possible and the game is split into six different adventures – the first is set in a fishing village, with your task to persuade a boatman that you're more than a mere slave. Unfortunately, because a volcano has erupted, everyone else in the village is doing the same.

The control method is a little awkward and the characters are rather lacking in – ahem! – character, but it's quite enjoyable enough to make you want to potter around Rome for a day. And the humour helps enormously to disguise what is really just a slightly above average adventure game.





ROME AD92: Attention! Ageing 3D point 'n' click adventure game is being re-released. Read body text for further details. Thank you.





ROME AD92: The humorously named Seganus Megadrivus and Nintendus Gamboiis feature, though curiously there is no one answering to the name 'Wherecanibuyus Anamigerus'.


83%



ISHAR 2: Hot news item. Daze are releasing an *Ishar* trilogy for a princely £30, so if you want all three hold your horses for just one moment. Review, we promise, next month. Cheers.

ISHAR 2 A1200 AND A500

Daze 0171 372 7435 ■ £9.99
Reviewed *AF50* 79%

It's a joke of quite tragic proportions, but I'll tell you anyway, even though you probably know it. Every time someone in the office says, "*Ishar 2*", a voice will always pipe up, "Bless you!". Clutching your stomach? Barely able to breathe?

Oh well. A re-release after a year-and-a-bit for *Ishar 2,* and nicely priced at under a tenner, too. An RPG, of course, *Ishar 2* is Silmarils' follow-up to the massively popular *Ishar* and has an even larger playing area than its predecessor – some three times bigger, they reckon.

Assemble a crew, ramble around, hack people and slash monsters, solve the puzzles and cast spells. That's what you do in most RPGs. Only *Ishar 2* looks better than most, with faded backgrounds which give decent depth. Truth be known, it isn't vastly different from its predecessor, but because they got it just about right first time around, this hardly matters. You do spend rather too much time wandering about the shop but *Ishar 2* dances on the the right side of playable action and attractive visuals. Success, indeed.

SUBWAR 2050

PowerPlus 01276 684 959 ■ £16.99
Reviewed *AF67* 84%

MicroProse's most recent simulation was reviewed back in the January issue (yes, this year) and already it's being re-released – those that payed £35 will, no doubt, feel mighty peeved that it's now half the price.

So *Subwar* is a submarine sim, but rather than concentrating its efforts on ensuring that everything sticks rigidly to the laws of physics to the last really proper degree, as most sims tend to do, *Subwar* shouts playability. Loudly.

You shuffle the seas as quietly as possible, sneaking up on and blasting enemy craft. So it's a submarine sim which works a bit like a flight sim and, despite the rather dull polygon graphics, *Subwar* is as playable an underwater sim as there is. On the Amiga.

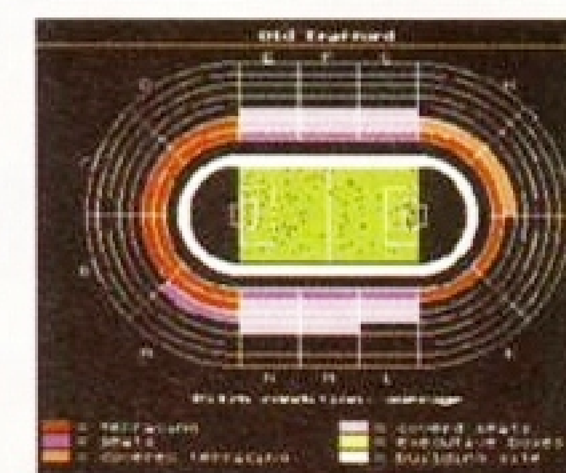


SUBWAR 2050: And not, as *AF* reviewer Steve McGill called it, *Subwar 2025.* As fortune would have it, *Subwar* is an excellent game, addressing the issues with candour and no little splendour.


87%









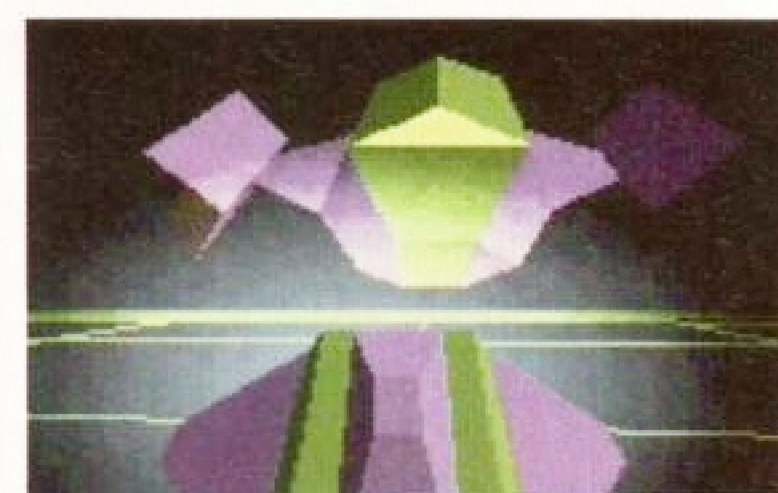
ON THE BALL: WORLD CUP EDITION

Daze 0171 372 7435 ■ £12.99
Reviewed *AF63* 80%

The first football management game as soap opera, *On The Ball* replaced the familiar reams of statistical information that we've come to expect from football management games, introducing in its place player psychology. A player's performance can be affected by his domestic life, by the coach's confidence in him and by many other aspects of everyday life.

The footballer as human being rather than set of numbers. Interesting. *On The Ball* looks good, too, with watercolour backgrounds, and the match highlights are truly excellent with fine graphic representations of matches. There isn't another football management game like this and, as such, it's one of the best you'll play, particularly at this bargain price. Note: The A1200/A4000 version is hard disk only.

ON THE BALL: WORLD CUP EDITION: The first football management game to introduce the more human aspects to the genre. Most certainly worthy of investigation.



SUBWAR 2050: And this was only released back in January of this year. But *Subwar* is a fine game, which sees one sneaking the oceans blasting foreign craft with abandon.


84%

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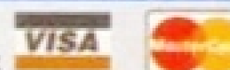
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SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

A selection of top tips and carefully crafted cheats to help you on your way through the weird and, yes, wonderful world of games, brought to you by Steve Bradley.

GameBusters

In *Championship Manager Italia* many of the top foreign players don't do particularly well when they move to Italy, so it's best to make sure you have plenty of Italian players in your team.

Check out the list of best players (below) to help you in your transfer dealings.

CHAMPIONSHIP MANAGER ITALIA

Reviewed ■ *AF58*, 85%
Domark ■ 0171 780 2222

Here is how I win at *Championship Manager Italia.*

The best clubs

The best clubs to manage are Roma, Inter and Napoli. These all have healthy bank accounts and some good young talent, as well as some more experienced players.

The three foreigners rule is a pain, so before bringing in any new foreign talent wait until some of the older foreigners have retired.

Money matters

To increase your money use the retirement tip from a previous *Amiga Format* – wait till the player is 30, then, at the end of the season, transfer list him for as much as possible, insure him and don't give him a shirt number. He will retire in the close season.

The best players

A lot of the foreign players don't settle or do very well when they move to Italy, including many of the big names. So it's a good idea to buy as much Italian talent as possible because if they are called up for international duty their value hits the roof. Here are the best Italian and foreign players…

Italy

Guiseppe	(Lazio)
Nicola Berti	(Inter)
Diego Fuser	(Lazio)
Marco Simone	(Milan)
Stefano Eranio	(Milan)
Federico Pisani	(Atalanta)
Roberto Muzzi	(Roma)
Gaetano Beninato	(Serie-C)
Gianluca Nistri	(Serie-C)
Angelo Peruzzi	(Juventus)
Marco Lanna	(Roma)
Gianluca Pagliuca	(Sampdoria)
Benito Carbone	(Torino)
Pierluigi Orlandini	(Atalanta)

Foreign

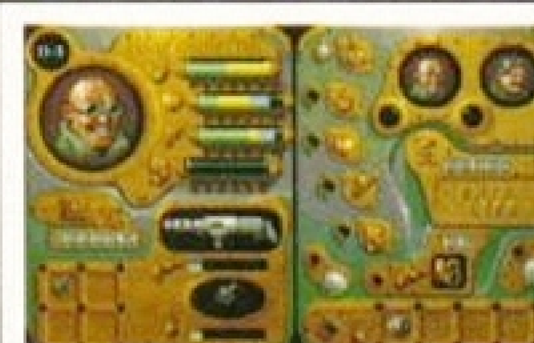
Bebeto	(Spain)
Ilie Dumitrescu	(Romania)
Tim Flowers	(England)
Darren Anderton	(England)
Mauro Silva	(Brazil)
Sinisa Mihajlovic	(Roma)
Tomas Hassler	(Roma)
Abel Balbo	(Roma)
Alen Boksic	(Lazio)
Igo Shalimov	(Inter)
Ruben Sosa	(Inter)
Daniel Fonseca	(Napoli)

You don't have to play just Italian teams, but can take on opposition from around the world in friendlies. What chance of Leeds toppling the mighty Milan?

The tactics

Set your formation as 4-3-3, set style as Long Ball and arrange the players thus:
1. GK, 2. Centre Def, 3. Centre Def,
4. Centre Mid (Forw), 5&6. Centre Mid,
7. Right Mid, 8. Left Mid,
9,10 and11. Centre Att.

Michael Jenkins,
Swanwick, Southampton



Do some serious shopping with our *Chaos Engine* cheats.

THE CHAOS ENGINE

Reviewed ■ *AF45*, 90%
Renegade 0171 391 4300

Enter T, V, X or Y at the password screen and when you enter the shop you get piles of lives and heaps of cash.

JETSTRIKE

Reviewed ■ *AF54*, 71%
Alternative 01977 797777

Level codes

Level one: TDEJQNQL
Level two: JHALMROB
Level three: RZWVUVCP
Level four: VZQRUDOP
Level five: HTETAPOJ
Level six: NFYHOTAR
Level seven: RPSREBSX
Level eight: TREFCPMJ
Level nine: XHYJMVKX
Level ten: HHSFMBQX

Continued overleaf ➡



Welcome to *Desert Strike*, first we'll take a boat up the estuary.

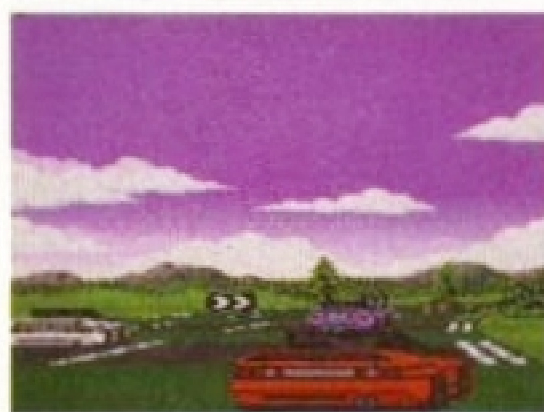
DESERT STRIKE

Reviewed ■ *AF68*, 87%
Ocean 0161 832 6633

Level codes

Level two: BQOQAEB
Level three: KLJLTOE
Level four: WEIVVJT

Enter BQQQAEZ and get infinite ammo and 10 lives. Enter ONKKQKF for the end sequence.



Vrooom, vroooooom and, indeed, vroooom.

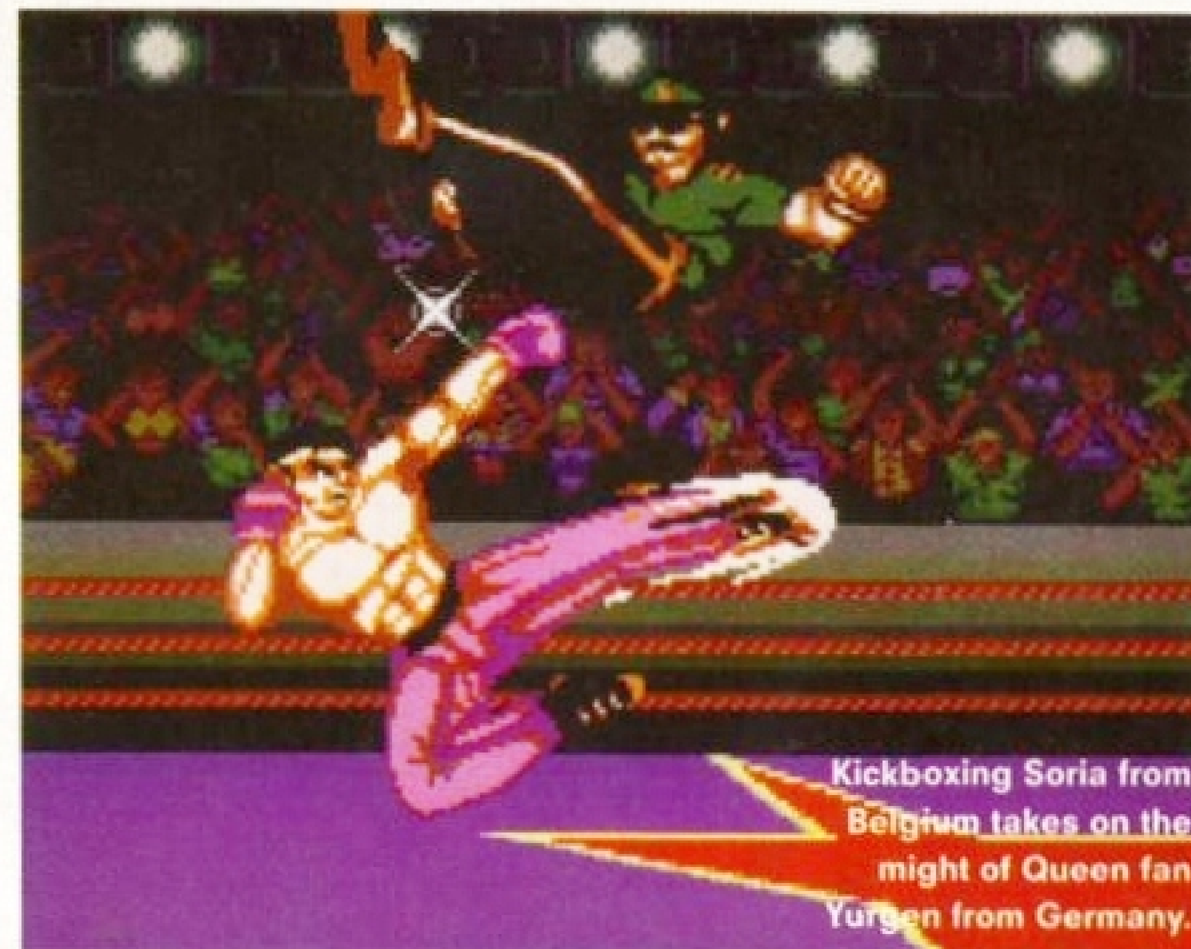
LOTUS 2

Reviewed ■ *AF29*, 89%
Gremlin 01142 753423

Enter DEESIDE to advance to the next level when you run out of time. DUX takes you to a sub game and TURPENTINE ensures the timer stays at 10 seconds.



The grinning puppet of Lucifer fires a ball of flame with nonchalant ease. Fiend.



Kickboxing Soria from Belgium takes on the might of Queen fan Yurgen from Germany.

SHADOW FIGHTER

Reviewed ■ *AF68*, 89%
Gremlin 01142 753423

Try typing these codes on the *Shadow Fighter* selection screen.
TEREKAKKU: unlimited credits.
PARAPONZIPOPO: allows you to fight as puppet Pupazz.
MBARIVIDISOCCAFFARIMBARI: allows you to fight as Shadow Fighter.
EBBRAVOSCECCU: type this in at the start of the round and your opponent will lose all their energy (strictly for very sad people).

Special moves

There are nine joystick combinations and each pulls off a special move…

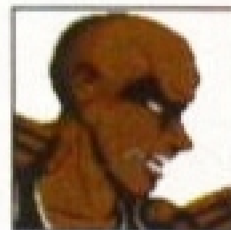
A: forward, down/forward, down + fire
B: back, down/forward, down + fire
C: down, down/forward, forward + fire
D: down, down/back, back + fire
E: down/forward, down, down/back, back + fire
F: rapid fire
G: back, forward + fire
H: down, up + fire
I: jump, down/back + fire

Soria from Belgium



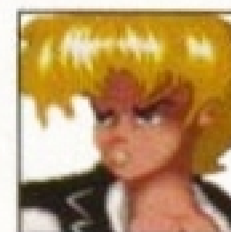
Special moves
Spinning roundhouse attack D
Flying kick G
Double drop heel kick J

Slamdunk from Denmark



Special moves
Jumping basketball C
Spinning fire kick H
Speed attack G
Spinning fire basketball D
Head spring kick B

Electra from France



Special moves
Electric body F
Power launch C
Earth power energy E
Electric boomerang D
Double kick H
Spinning jump G

Yurgen from Germany



Special moves
Gun fire D
Power fist C
Earthquake fist A

Cody from USA



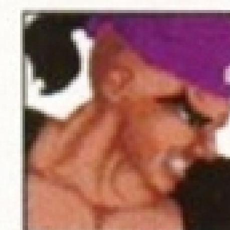
Special moves
Kuto kick A
Fast punch F
Flying power kick G
Kuto fireball D

Salvador from Spain



Special moves
Spinning powerball C
Turning flip kick H
Flash panther G

Fakir from Pakistan



Special moves
Genie hurricane D
Mystery fire C
Teleport E
Magic carpet A

Kury from Tibet



Special moves
Power smash fist D
Body drop C
Rock roll G
Spinning fire hand E

Toni from Italy



Special moves
Burning uppercut A
Spinning fire E
Flame kick B
Massive uppercut H

Lee Chen from China



Special moves
Fire handspring H

HELPING HAND

HAVING TROUBLE, FLOWER?

I'm having trouble getting started on *Operation Stealth*. So far I've got my German passport, telegram, pen, watch, razor and electric cable. I've been told I need a red carnation and a little box but I can't locate them anywhere. Please help.

Chris Girling, London

Have you swapped your cash with the bank clerk and got Santa Paraguan currency? The flower shop, Chris. They've got flowers – red carnations even, so give some coins to the florist. The little box comes into play at the palace. After you've operated the statue's arm, a safe appears and the inventory on the safe has the little box. Good luck.

SOPHIA SO GOOD

I've been tearing my hair out over *Indiana Jones And The Fate Of Atlantis*. I'm on the outer ring but I don't know how to catch a crab to distract the octopus in the canal. Also (there's always an 'also'), how do you get Sophia out of the cell? Whenever I lift the door to the cell up, she always says she thinks I'm going to drop it on her.

Nick Turner, Essex

Use the bread with the cold cuts to make a sandwich and then use this to bait the rib cage and drop it in the Crab room to catch a crab. Don't you need to use the hinge pin to rescue Sophia?

SAUR POINT

I recently bought *Jurassic Park* for the A1200 and I'm really stuck on it. Could you give me a hand please?

Barry Grant, Newark

How about some codes, Barry. Level two – E54C67AA. Level three – D5F4AB62. Level four – E5C4B37A. Level five – 95B48B42. Level six – 85A4834A. Level seven – B584935A. Level eight - 85B48B42. That'll do for now, eh?

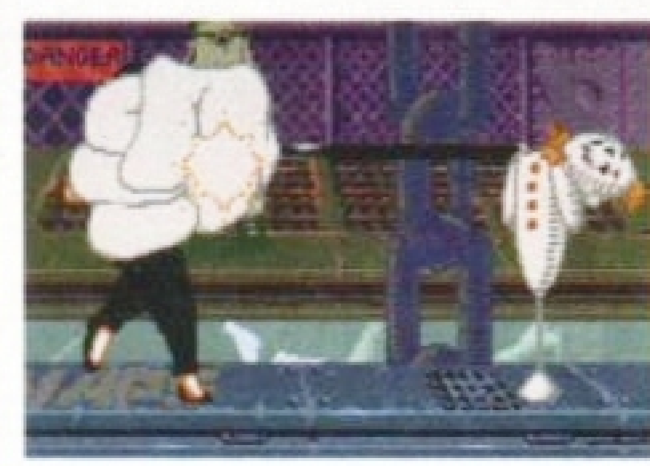
CRUISE FOR A CLUE



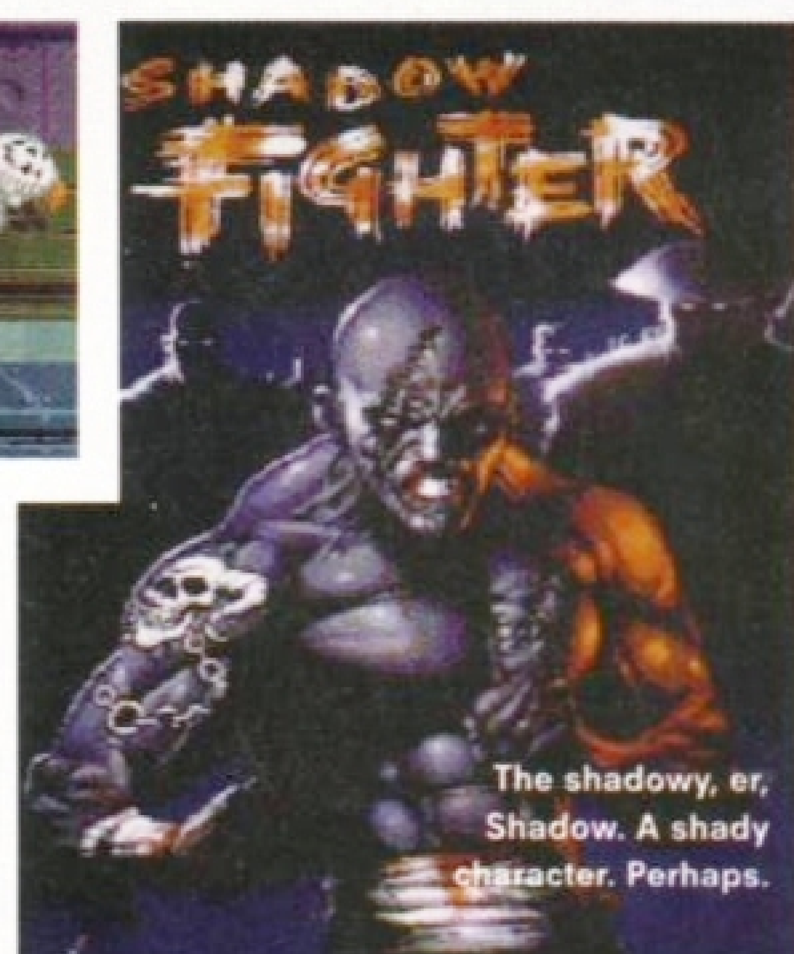
In *Cruise For A Corpse*, I've got the key out of Raul Dusentier's and Julio Esperanza's cabin. Then I went to Niklos Karaboudjan's study and unlocked the roll-top desk, read the thank-you note and looked at the bracelet. It's here I get stuck.

Lindsay Burns, Belper, Derbyshire





Slamdunk is desperate for a timeout. The man with lightning skills pops his ball. Inset: Pupazz takes a hit. At last.



The shadowy, er, Shadow. A shady character. Perhaps.

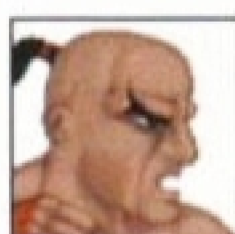
Fist of falling sun C
Fire fist D
Fury kick F
Falling nunchaku A

Manx, origin unknown



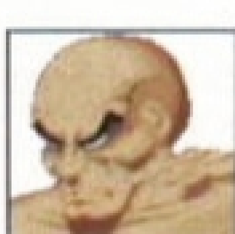
Special moves
Fire hands A
Cutting claws C
Rolling claw slash G
Tiger pounce attack D
Falling angel I

Top-Knot from Thailand



Special moves
Fast fire somersault D
Spinning kick A
Power combination E
Speed elbow smash G
Hangman's uppercut H

Yarado from Mexico



Special moves
Electric speed E
Spirit power D
Electric body F
Electric splash J
Spinning arms G

Okura from Japan



Electric sword F

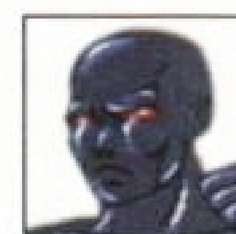
Spinning blade C
Thunder power J
Steel sword A
Teleport A

Toshio from Japan



Special moves
Fireball D
Speed dragon E
Dragon uppercut H
Dragon kick C
Circle of fire A

Krome, origin unknown



Special moves
Liquid silver attack D
Melting body E

Pupazz, made in Taiwan



Special applications
Bowling ball
Buzzing saw
Electric fence force
Flame thrower
Jack-in-box punch
Head bomb

Shadow, origin unknown

Special moves
Unknown



Pupazz puts his electric fence force to good use. Shocking.



Aaaarrggggghh. Aaaarrggggghh. Aaaarrggggghh.

FLASHBACK

Reviewed ■ *AF45*, 93%
Kixx 0121 625 3311
Passwords

Section two: BURN
Section three: EGGS
Section four: GURT
Section five: CHIP
Section six: TREE
Section seven: BOLD

IMPOSSIBLE MISSION 2025

Reviewed ■ *AF61*, 88%
PowerPlus 01276 684959
Level codes

LEVEL ONE – CAR PARK
Section two: ETQFJXXD
Section three: EXQEJDC

LEVEL TWO – OFFICE ZONE
Section one: FBQDDXRE
Section two: FDFQCVXIA
Section three: FJQCHXOM

LEVEL THREE – INDUSTRIAL ZONE
Section one: FNQAYXHI
Section two: FRQYCXVL
Section three: FUQTBXQE

LEVEL FOUR – COMPUTER CENTRE
Section one: FYQOPXEF
Section two: GCQLRXWB
Section three: GGQKTXUF

LEVEL FIVE – CONSTRUCTION ZONE
Section one: GKQJYXDI
Section two: GOQJFXBK
Section three - GSQFDXZA

Ask everyone about the note and the bracelet, go to the rear hall and talk to Dick about everything you've learned so far. Go to the dining room, open the drawer, examine and ask everyone about the wedding invitations, observe Tom and Rebecca courting on deck, ask Hector about everyone and everything and ensure you've spoken to everyone about Tom's ambition and his plot with Rebecca. And Lindsay, importantly... oh, I'm giving far too much away now. You're on your own from here.

PREMIER CHEATER

I am having tremendous trouble with *Premier Manager 3* at the moment. Do you by any chance have any cheats to boost my team's rating?

James (some) Hope, Gosport, Hants

James, if you pop into your local computer store, you can buy the Premier Manager 3 Multi-Edit *disk for the princely sum of £15. This allows you to edit (read 'cheat') just about everything. But at a cost.*

KILLER CLUE



Have you got any cheats for Team 17's *Assassin*?

D Baker, London

If you type in MIDAN on the scores table, you can now get level continues. Also, for special messages, tap in ALIEN BREED, ASSASSIN, BODY BLOWS, OVERDRIVE, PROJECT-X and SUPERFROG.

A-DESPERATE

I'm having trouble with *A-Train*. I keep running out of money after playing for a short time. Have you got any cheats which will give me some cash?

Philip Nood, Gosport, Hants

Try typing in CHEATERCHEATERWIMP for some money.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

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IMPORTANT Some of the following programs maybe shareware, and you may have to send a fee to the author to get a full working copy.

- PU 207 **SID2 + MULTIDOS** transfer files between the Amiga and a PC
- PU 663 **CROSSMAC** Read/write MAC disks. Shareware
- PU 654 **APPLE 2 EMULATOR** Shareware demo version
- PU 230 **PRINTER DRIVERS** Inc latest Seikosha, Star, & Citizen drivers
- PU 367 **ESSENTIAL PRINTING UTILS** Banners, labels, cassettes etc
- PU 727 **IMAGE STUDIO v1.21** Graphics conversion package
- PU 615 **TERDS v2.3** Totally Excellent Random Dot Strereogram
- PU 661 **AUTOSTEREOGRAM & 3D DOTS 3D** Picture converters
- PU 684 **STERIOSCOPIC** ...and another 3D Steriogram producer
- PU 167 **MULTIPLOT** Data plotting program
- PU 204 **GATORS GRAPHICS TUTORIAL** Super D`Paint hints and tips
- PU 447 **MINIMORPH** A nice morphing package, plus a good example
- PU 726 **PRINT-A-CARD** Pics and templates to produce greeting cards
- PU 681 **ALIENS** Good picture and animation viewer
- PU 713 **GFX (A1200 only)** Misc graphics programs
- PU 240 **FREECOPY V1.4** Removes 'Passbook Protection' on some games
- PU 426 **LOCKPICK 2** Disk copier which may also unprotect programs
- PU 551 **ASI DISK ARCHIVERS** PackDisk, P-Compress, All2LHA, etc
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- PU 697 **TUDE** **The ultimate degrader and enhancer disk**
- PU 421, 427, 623, and 724 **ASI DISK HELPERS 1 to 4 (4 disks)** A selection of essential utilities. Includes: Disksalv2, Dcopy 3.1, Diskmate, Install Master, Assign Manager, SuperDuper 3.1, Bad Format 4.0, ClickNot v 37.3, Guiarc 1.22, Mformat, DiskMaster v3.99 DB v2.0...and more!
- PU 625 **SNOOPDOS v 3** Dos program problem hunter
- PU 698 **AIBB v6.5** Latest, get info on your Amiga
- PU 652 **AMIGA SYSTEM CHECKER** SysInfo, ClockDoctor etc
- PU 064 **HARD DRIVE UTILITIES** Backup, fixdisk and more
- PU 548 **REORG V3.11** Hard disk organiser/optimizer
- PU 564 **WORKBENCH MATE V1.15** HD menu utility
- PU 574 **DISK SALVAGE v211.3** May recover deleted/corrupt files
- PU 575 **POWERCASHE v37.115** Speeds up access time
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- PU 721 **EPU STACKER v1.70** Increases HD storage capacity
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- PU 692 **VIRUS CHECKER 6.47** Latest version

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- PT 093 **OCTOMED TUTOR** A simple to follow tutor
- PT 165 **MIDICRAFT FREEWARE DEMO** Preview of MidiCraft mag
- PT 166 **MIDICRAFT FREEWARE DEMO 2** ..and more
- PT 167 **A DROP IN THE OCEAN** ..and more
- PT 168 **GUITAR CHORD DIRECTORY** Latest version
- PT 169 **SONIC DRUMKIT v2.1** Latest version
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- PE 105 **10 OUT OF 10 MATHS** Brill demo of the commercial packs
- PE 109 **SPELLTRIS (n1.3)** Educational Tetris Game
- PE 110/1 **STAR TREK GUIDE** Hyperbook Trek info(2)
- PE 112/3 **TC SPACETRAVEL** Demo of Space Travel info program(2)
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- PE 118/9 **HOLIDAY PHOTOS** How to take pro-looking holi snaps(2)
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- PB 015 **TEXT PLUS V3** Great shareware word pro, with spellchecker
- PB 019 **BUSINESS LETTERS** Examples of tricky letters. Useful
- PB 020 **TEXT ENGINE 4.0** Possibly the best `PD` Wordprocessor
- PB 022 **BBASE III v1.3** Comprehensive database
- PB 023 **FORMS UNLIMITED** Nice program to create Forms
- PB 024 **LAST WILL & TESTAMENT** Examples of wills
- PB 030 **MONEY PROGRAM** Flash accounts/personal finance
- PB 038 **BUDDBASE** Comprehensive database. Great docs for beginner
- PB 042 **EASYCALC PLUS** Dos 2.0 or higher Spreadsheet
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- PB 066 **ADDRESS PRINT v4.4** Address dbase & label print
- PB 067 **DYSK STIK** A nice disk labeling program
- PB 068 **OFFICE BOX** Compilation of business programs
- PB 069 **CHECK IT OUT v1.02A** Excellent accounts package

GAMES

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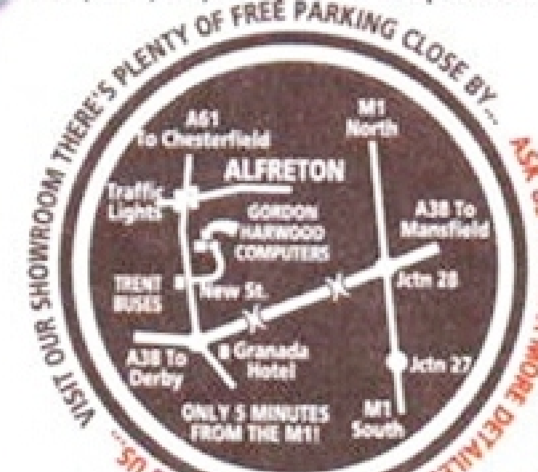
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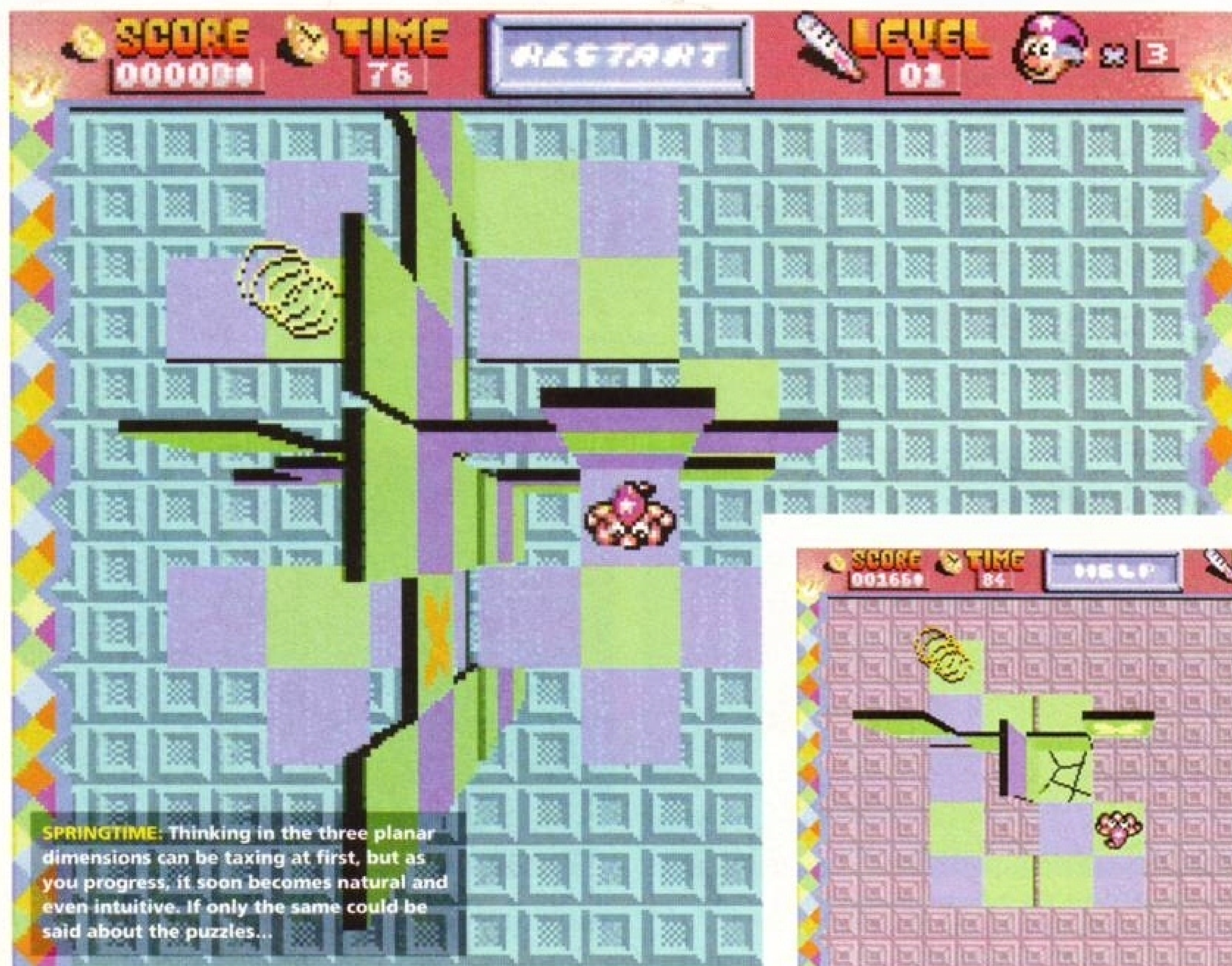
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The treasure chest of the Public Domain conceals all kinds of rare gems – Steve McGill dips into it and discovers such jewels as a Morse Code program, a crossword-solver and a whole heap of clip art.

PD Select



SPRINGTIME: Thinking in the three planar dimensions can be taxing at first, but as you progress, it soon becomes natural and even intuitive. If only the same could be said about the puzzles...

SPRINGTIME

GAME

By	*Trecision*
PD library	*Network PD*
No of disks	*one*
Price	*75p plus 50p p&p*

Springtime is here, but it's certainly not for Hitler and Germany.

Your mission: control a little geezer, viewed top-down, over a multi-rotating checkerboard-patterned play area. Each part of the board is hinged in a manner that allows it to be rotated over all three geometrical axes, x, y, and z.

The aim is to twist the board so that you can line up a spring with a cross. It sounds simple, but thinking in three dimensions can be taxing until you get used to it, and to compound the matter a timer counts down from 99 to zero. If you don't finish in time, you lose a life.

And then, just as competence seems to be taking hold, the game springs more taxing puzzles on you. For example, some tiles can only be walked on once and, if said tile is to rotate the set-up another way, the restart option has to be triggered. This resets the board to the original position, but doesn't reset the clock. So truly frantic to-ing and fro-ing takes place.

Fiendishly, as further progress is made, sliding tiles come into play. Apoplexy and involuntary alopecia (look it up) can result, even when the Help option is used to hint at the first few moves you should make.

Springtime is tremendous fun and a game that every puzzle addict should have in their collection. This is a demo version. The full Shareware game can be obtained from Trecision (full address on disk) in Italy for the nominal fee of US$10 (about £6).

MORSE CODE TRAINER

UTILITY

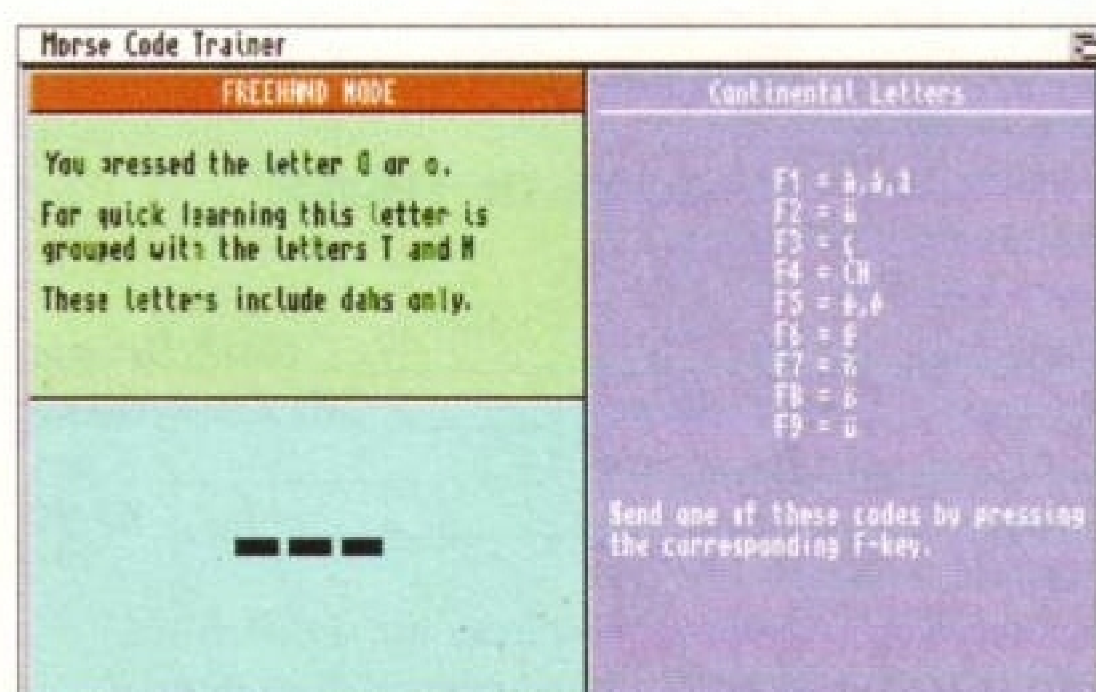
By	*John J Cassar*
PD library	*Your Choice*
No of disks	*one*
Price	*99p plus 70p per order*

No matter how safe you think you are, no matter how unlikely it is that you'll find yourself lost on a desert island with only a short-wave radio for company, no matter how improbable a disastrous occurrence may seem, from the bombing of Folkstone harbour by the Bosnian Serbs to the kidnapping of your family by Freedom For The Lesser-Spotted Newt terrorists, one thing's for sure – you'll be better prepared if you know a bit of Morse Code.

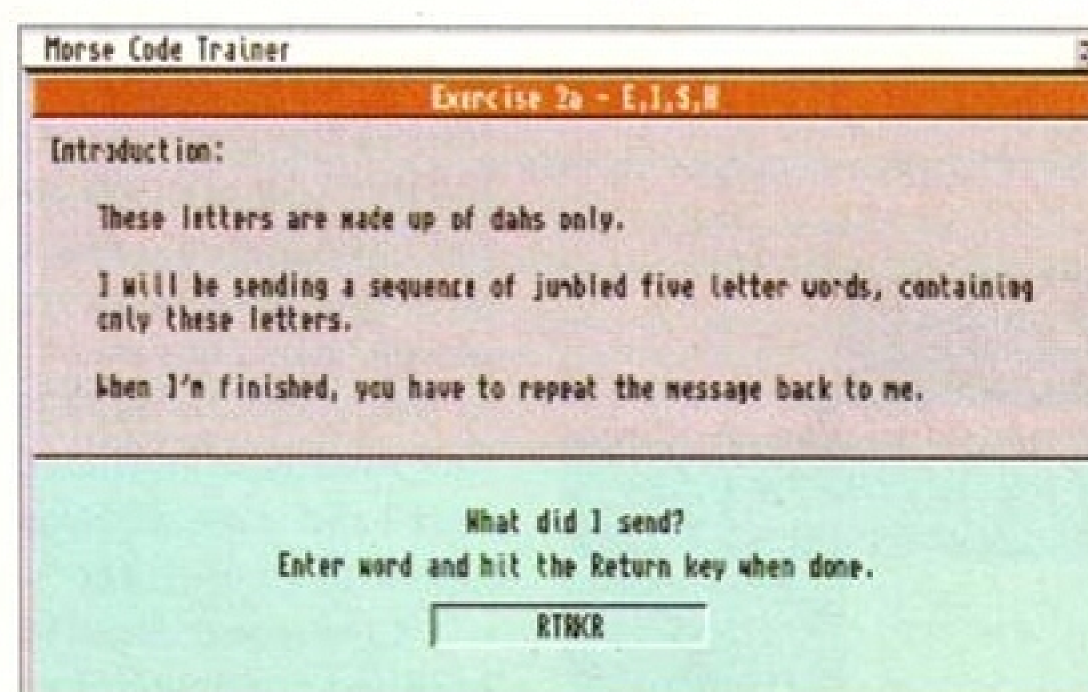
But it's never easy to distinguish sequences of dashes from sequences of dots, especially when other considerations such as Q codes and RST codes have to be taken into account. That's why *Morse Code Trainer* is invaluable to anyone with more than a passing interest in amateur radio.

In order to gain a radio licence to transmit from home (or wherever), you have to pass certain exams. One of these tests expects you to be able to transmit a certain number of Morse

Continued overleaf ➡



MORSE CODE TRAINER: Even if you've no interest in Morse Code, use this to improve your short-term memory.



MORSE CODE TRAINER: Da dooh dooh dooh, Da da da da, that's all I want to say to you, sang The Police in the Eighties.

PD Selection of the month

ARTISTIX
UTILITY

By ________________ *Andrew Campbell*
PD library ________________ *North Staffs PD*
No of disks ________________ *one*
Price ________________ *£1 plus 50p p&p*

Kids love making a mess with paint and water and brushes and just about anything else they can get their hands on. It can be fun, and funny, and endear you to the little darlings as they ruin the carpet and the chairs. And the table. And just about anything else.

To stop this damage, as well as introducing the young 'uns at an early age to the joys of computing, Black Dawn have created *Artistix*.

This paint package is specifically aimed at children (they could probably start using it when they are as young as three or four), so the icons are large – it's easy for small hands on a mouse to locate the desired one – and they are mostly self explanatory and instantly recognisable.

Most of the standard drawing tools you'd find on 'adult' paint packages are here, such as filled lines, broken lines, fills, erasers, and cut and paste tools. The tools most likely to attract the little ones are the various fills, shapes, brushes and mish-mashes of colour and excitement that are dotted throughout the package.

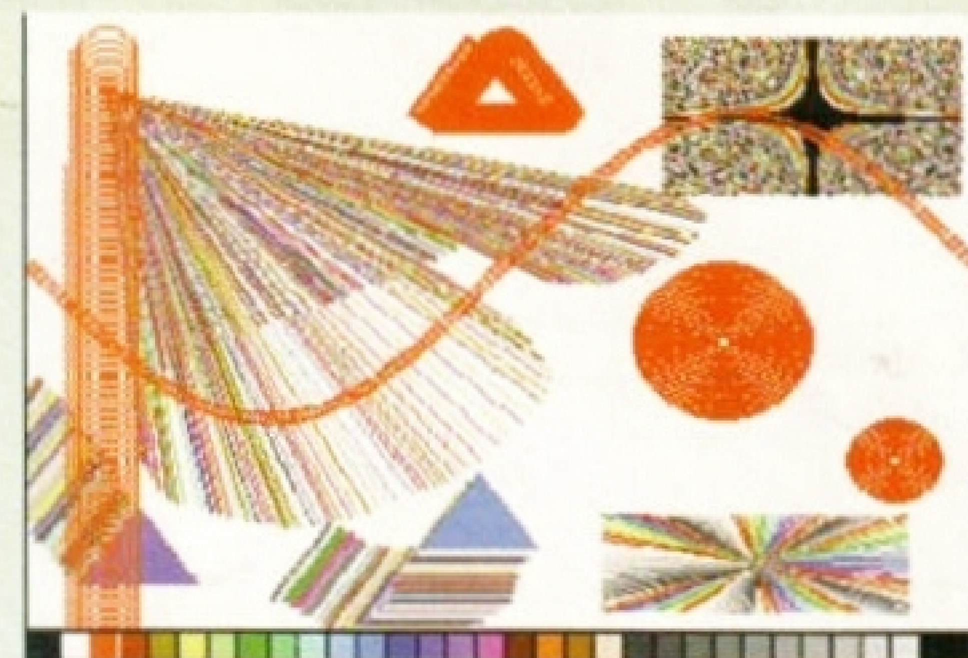
The author has disabled quite a few of the functions – and he reckons they're the best available. So, grab a hold of this disk, try it out on your kids and if they like it, send away as soon as possible for the full version. It's the almost standard Shareware charge of £5 that you're expected to pay, and for your money, you're picking up a load of top-value painting software.



Large, instantly recognisable icons mean little hands on large mice can still select functions easily.



The use of pre-set brushes as painting tools encourages kids to experiment.


Colour splashes, wavy lines, patterns and curves all add to a lot of mess, which can be tidied up by a click.



LEGIONS OF DAWN: The character selection screen sets the scene which takes place in an area resembling hell.


LEGIONS OF DAWN: You can use the overview zoom map on areas that you've already explored. Hurrah.


LEGIONS OF DAWN: This ugly bunch make up the characters.

← Code words at a set amount of words per minute.

Morse Code Trainer by John J. Cassar works with any Amiga of Workbench 1.3 or above. At its simplest, it replays a Morse tone of any letter or numeral pressed on the keyboard – the Morse equivalent is also displayed on-screen. Once you've familiarised yourself with this part of the program, you can move on and take part in the exercises.

There are two kinds of exercise. In the first kind, to help you learn quickly, you work with pairs of characters in which each character is the inverse of the other, so where M might be dot-dot-dash, R is dash-dot-dot. Characters are shown on the screen, and their tones played, about five characters at a time, so a set might be 'M-M-R-R-M'. The user must type in what they have just heard and score eight out of 10 or higher to go on to the next exercise.

The second exercise is much more involving and involves every one of the characters in the Morse Code set. This time, proper words and phrases are used and to succeed you have to be able to regurgitate them all in the proper order.

In all, it's a taxing exercise and an excellent program. I'll use it to improve my short-term memory, which anyone in the *AF* office will tell you is abysmal.

Don't forget, though, that if you decide to use the program for your own means, you should send the requisite Shareware fee. As an incentive, there are several other programs on offer from John, including a calorie counter and a language-learning utility.

LEGIONS OF DAWN
GAME

By ________________ *Black Dragon*
PD library ________________ *F1 Licenceware*
No of disks ________________ *two*
Price ________________ *£4.99*

Following on from the successful licenceware adventure *Black Dawn II*, *Legions Of Dawn* is the latest (and probably the last) in the *Black Dawn* series of adventures by Black Dragon. It transpires that after completing *Black Dawn II* you were betrayed and imprisoned on the planet Kane. Of course you now escape, and during your escape you manage to free eight other battle-hardened criminals. Conveniently, this means you can select one of the said eight characters to play *Legions Of Dawn*.

The right choice of character makes all the difference in the ability to take on the up-and-coming dungeon.

The adventure throughout is pretty standard fare, *Dungeon Master*-ish but enjoyable, and it's reminiscent of *Angst* (*AF71*, 58%). Considering that *Legion* costs five times less and offers 20 largish levels, the score if it were to be reviewed that way in PD Select would see it hitting the high 70s or low 80s mark.

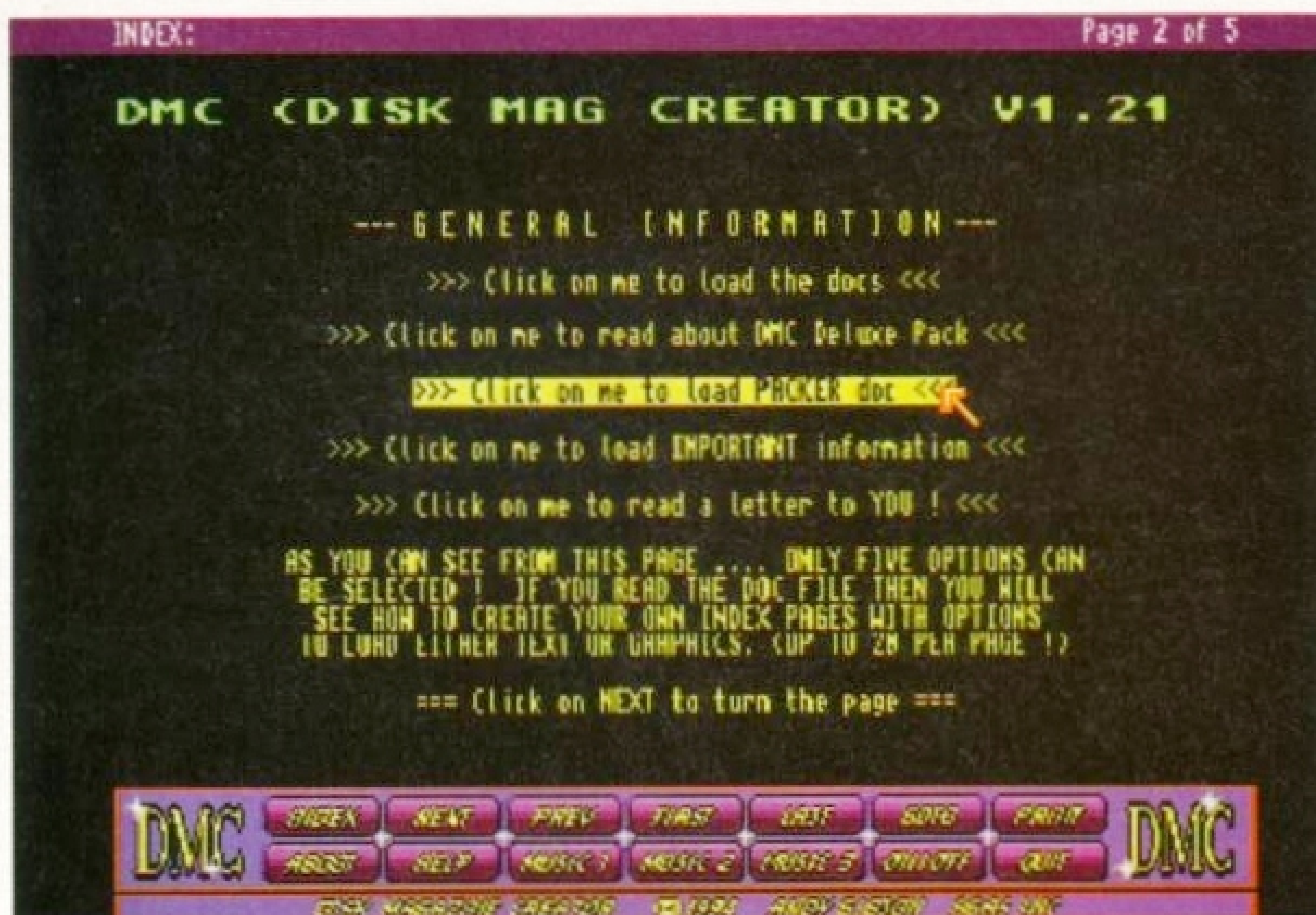
The graphics are dark and threatening, the ambient sound can be atmospheric if you're in the mood, and there's just enough going on to keep you interested.

A must for adventure fans, but others should check it out due to the price – even if you hate it, it won't cost much to find out that you don't like it.

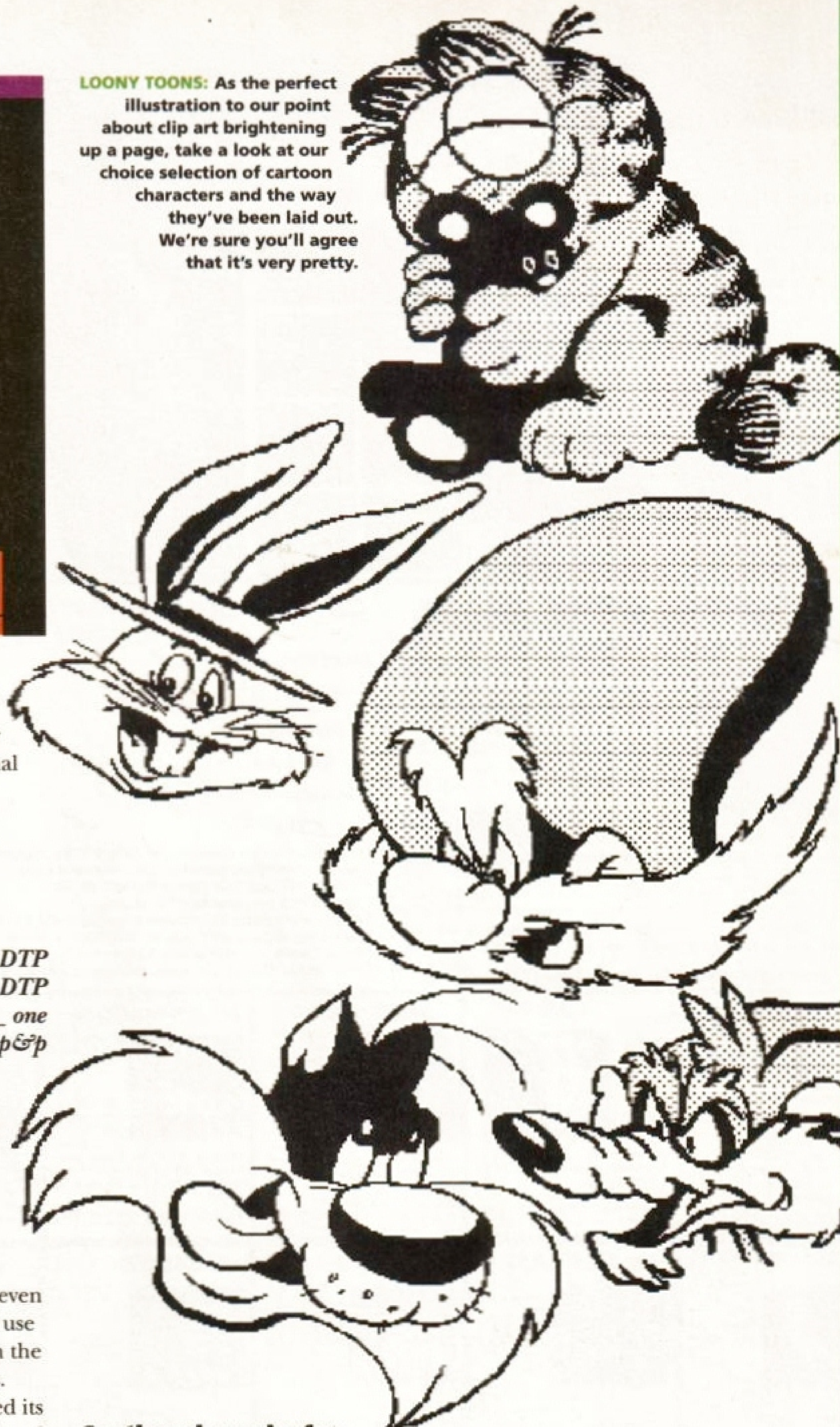
DMC
UTILITY

By ________________ *Andy Gibson*
PD library ________________ *North Staffs PD*
No of disks ________________ *one*
Price ________________ *£1 plus 50p p&p*

In general, *AF* is a big fan of magazine disks created on the Amiga. They provide an uncensorable forum, free from the constraints of deadlines, advertisers, publishers, readers, and



DMC: For those of us who can't afford to access the Internet, disks mags are a viable alternative. You can't get whatever you want, but sometimes that's good.



LOONY TOONS: As the perfect illustration to our point about clip art brightening up a page, take a look at our choice selection of cartoon characters and the way they've been laid out. We're sure you'll agree that it's very pretty.

joyless authoritarians. *Deadline* and *Grapevine* are the best disk magazines that the Amiga scene has to offer at the moment, an unholy alliance of counter-culture and irreverent humour. But there's room for improvement in both these productions, so anyone with the ideas, the contacts and the drive could not only match them, but better them.

But how to create the disk? Obviously you need a disk mag creator, and this one by Andy Gibson could fit the bill perfectly. There is a fuller version available, but you have to pay the Shareware fee to obtain it.

But this version still lets you create 10 index pages with the option of 20 articles per index page – roughly 200 pages of text. The program also enables you to display Hi and Lo-Res pics and it plays most tracker tunes too.

There are a load of handy documents to introduce and explain the less obvious workings of the *DMC*, but in all, it's pretty easy to use. So now there's no absolutely excuse not to upset some Conservative or Labour Member Of Parliament in a marginal seat near you.

LOONY TOONS CLIP ART AND OTHERS

CLIP ART

By ____________ *Roberta Smith DTP*
PD library _____ *Roberta Smith DTP*
No of disks _______________ *one*
Price _________ *99p plus 50p p&p*

If it's carefully and sympathetically used, clip art adds a stylish look to the simplest of printed output, be it a wedding invitation, a parish newsletter or a football fanzine.

The Amiga community is fortunate in that there are several excellent desktop publishing (and even word processing) programs able to use the numerous clip-art files found in the vaults of the Public Domain houses.

One PD library that has stamped its authority on the quality and quantity of

Continued overleaf ➡

WORD PLUS PRO

UTILITY

By ______ *Richard Butler (Reconley Software)*
PD library _____________ *F1 Licenceware*
No of disks _____________________ *one*
Price __________________________ *£4.95*

It seems a peculiar one at first, but this program is a boon for anyone with more than a casual interest in words and word games. You know the kind of thing – find the anagram, how many words can be made from the letters of another word, what words could fill the rest of the letters in a crossword puzzle, and so on.

***Word Plus Pro* is a great program for addicts of competitions, word puzzles and crosswords. It's easy to use and is reasonably comprehensive.**

Its dictionary holds just over 75,000 words, with space on the disk for approximately 11,000 user entries. This leaves open an awful lot of creative potential.

But anyway. On to what the package will actually do for you. The part I had most fun with was the Solve Make Words function. You supply a combination of letters and the program then searches its database using the supplied letters and displays other words using some or all of the letters for you to browse through.

Using *termination* as an example, we found out that there were at least 281 other words that could be made from the letters contained within. One of them was eta. Needless to say, we know what an eta is now.

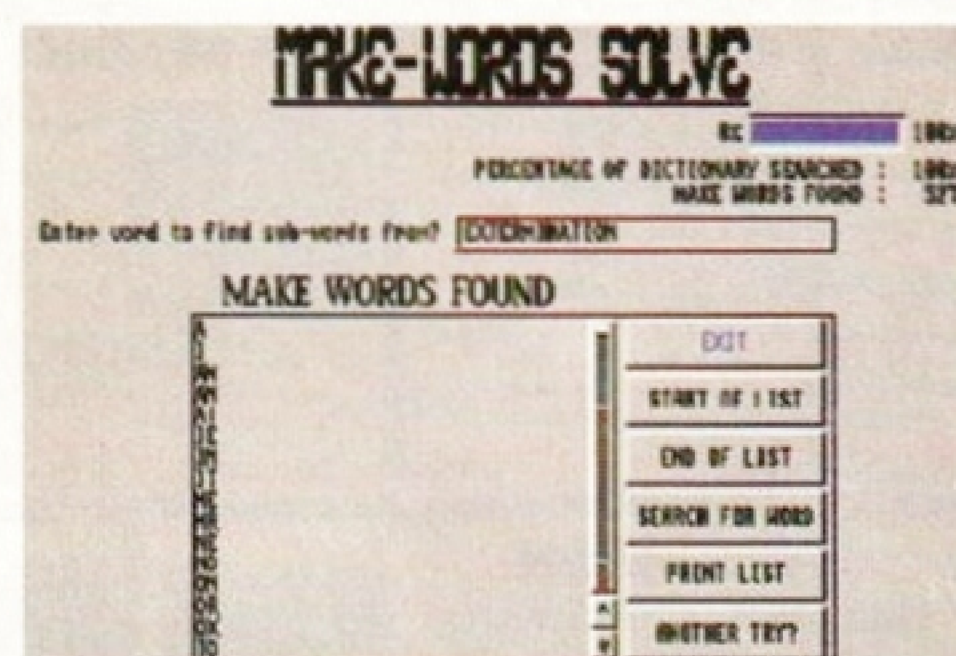
Oh, don't you know? It's the term used to describe the lowest class in Japanese society.

With Solve In Words, you can also enter the letters that you know are in the word you want, and the program displays all potential words within its dictionary with that letter combination. It's very handy, but sometimes the sheer volume of words displayed makes searching through them manually a bit of a bind.

Solve Anagrams is potentially the most useful of the offerings. *Countdown* aficionados will love it, if only to see if *Word Plus Pro* can beat the television contestants in solving the anagram at the end of the show.

Solve Crosswords is probably the part of the prog that'll be put to most use. The function is used by typing in the letters you already have and putting a question mark character for the letters you don't. The familiar search routine is then gone into and all potential words are displayed in a list, ready for you to choose the most likely. It differs from Solve In Words because there can be blank spaces between the letters.

In all, a very handy utility and one that you may even win money with if you enter enough competitions. Recommended.



Now *The Times* crossword and just about any crossword you care to mention are do-able.



CD-ROM SOFTWARE

Active Software, Dept AF74, P.O. Box 151, Darlington, Co. Durham, DL3 8YT - Tel : (01325) 352260

PHANTASMAGORIA

professional backgrounds and textures

Phantasmagoria are a professional graphics firm based in Bristol, Avon. They have provided textures and backgrounds for video, ray-tracing and image work for the last five years. Their entire collection, consisting of 520+ 24Bit backgrounds and textures, is present on this CD-ROM. There are the very high quality 24Bit JPEG files for video, graphics and multimedia work and 256 colour GIFS for Scala and raytracing. No wasted space on this CD-ROM! For instance, no multi-graphics files such as Targa, PCX or even more obscure formats that are found on other texture CD's. You will not find many tools on this CD either. Picture viewers are provided for Amiga, PC and Mac computers. For Pro and Novice Users!



INCLUDES FULL COLOUR REFERENCES FOR EVERY IMAGE

new release - out early July £29.99

ACTIVE SOFTWARE

3D ARENA £22.99



A superb 3D CD that recently received 94% from Amiga Format! Contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lighteave. You'll only find them on here! Along with the objects there are attribute files, tutorials, utilities and a demo version of Real 3D v2.35. Superb 3D CD for all Amiga/PC users!



GFX SENSATIONS £18.99



The Graphics Sensations CD-ROM is a collection of the best graphics tools, 24Bit images, ... Imagine there are anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more!

LIGHT WORKS £32.99

Light Works is a fascinating compilation brought to you by the much respected Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. This CD is ideal for experts and begineers in the world of raytracing.



ZOOM



Active Software and Ground Zero Software, the leaders in the very latest Amiga public domain, announce the release of the best CD this year - ZOOM. Zoom not only contains the latest PD from all over the country, the Aminet and BBS sources it also contains some exclusive products which will appear on the CD before they appeared in our adverts or any other PD libraries advert. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! Easy as that. Over 540MB of data, (over 1.1 GIGs of uncompressed files) offering the user access to 1000+ of disks! Must be one of the most comprehensive CD's this year!

brand new release - out NOW!! £19.99

CD-Rom Comparison Chart

	Zoom	Hottest 5	Phase 4
Over 540MB of Data	✓		
Easy to Use GUI	✓		✓
Over 1000 Disks	✓		
Very Latest PD	✓		
Outstanding Value	✓		✓
Free Booklet		✓	

- * The latest PD from December to June: Utilities, games, demos, slideshows, education, disk mags and more!
- * Over 80 Klondike/Card Games Deluxe Cardsets
- * Ground Zero's Themed Imagine Objects
- * All the Professional Disk Packs - including 8+ NEW Packs!
- * Gathering '95 Demos/GFX/Mods, Other "Party" Demos
- * Some Exclusive and New AGA Slideshows
- * Over 20MB+ of Magic WB icons, backdrops, drawers etc

How to Order

Choose the compact discs that you would like to order, add 75p postage to the total cost and send a cheque or postal order payable to Active Software to the address above. Call for credit card acceptability or for an enquiry on (01325) 352260.

Wanted!

As you will see from the advert we are working with a company to produce their CD-Rom, Phantasmagoria. We also have a number of other CDs due for release later in the year. If you would like to produce a CD, have a workable idea for a CD then contact us immediately. We offer generous rewards.

MULTIMEDIA TOOLKIT II £26.99

1000's of clipart, fonts, samples, modules and midi files. Many, many tools and utilities to improve your multimedia presentations. All the items run straight from the CD. Octamed 5.04, the full version, is included (with Aura support), support files from many Octamed experts. Over 50MBs of Midicraft midi files, samples and modules (Midicraft are professional musicians working with the Amiga to create their music). 200 MBs of Imagine and Lightwave objects. Volume one was a hit and multimedia users should not miss release volume two.



MEETING PEARLS 2 £9.99

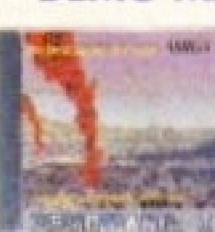
The Meeting Pearls 2 CD-ROM contains:
- 9MB Disk, Hard Disk and CD-ROM tools (SCSI)
- 23MB Developer Tools, Commodore Includes
- 59MB Text, FAQs, CD Content Files etc
- 13MB Games
- 22MB Selected HTML Pages
- 52MB Graphics Programs
- 16MB From the Party '94
- 13MB Various Tools
- 8MB Educational Software
- 46MB Net BSD for Amiga
- 18MB Terminal Programs
- 22MB Animations
- 35MB Pictures
- 6MB Music Programs
- 17MB Fractals
- 82MB TEX Installation
- 36MB Movie Database
- 31MB Archive for Psion



NEW

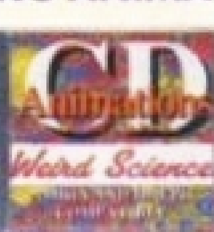
SUPER BARGAIN CD

DEMO MANIA



Some of the very best Amiga mega-demos, extractable from an easy-to-use de-compressor. Most of the demos come from 1994 and include Spaceballs "9 Fingers" and Axis "Big Time Sensuality", Polka Bothers "Gevalia" and many more. £17.99

WS ANIMATIONS



A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

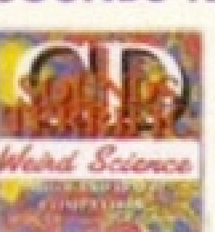
DOUBLE CD £18.99

CD BOOT v1



This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games. £27.99

SOUNDS TERRIFIC



This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more!

DOUBLE CD £18.99

HOTTEST 5



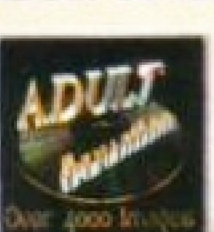
Hottest 5 contains some of the very best games, demos,utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself. £14.99

AMIGA DTV



Many original textures start this CD-ROM. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Ligtwave, Imagine and Scupit. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fracint, Anim players and more. £13.99

ADULT SENSATIONS



This CD is for adults only, it contains soft porn material no worse than the Sun newspaper. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material £17.99

17 BIT PHASE 4



This was the most popular CD in our collection around Xmas '94! Contains all over 17Bit Software's library from January to October 1994. All the files are DMS'ed and can be un-crunched from an interface. £16.99

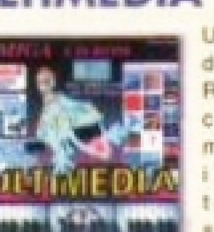
UTILITIES 1-1500



The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994).

Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more! £17.99

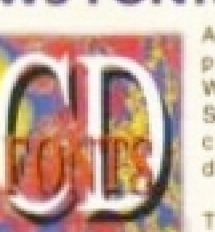
ULTIMEDIA



Ultimedia is a double-CD-ROM and contains megabytes of images, textures, sounds, animations, as well as IFF pictures, GIFs WAVs and FLICs. Enough to keep any multimedia freak entertained for ages!

DOUBLE CD £22.99

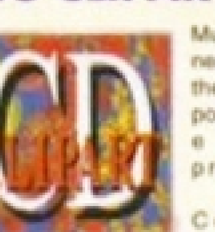
WS FONTS



Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! £8.49

WS CLIPART



Must be nearly third in the most popular CD ever produced.

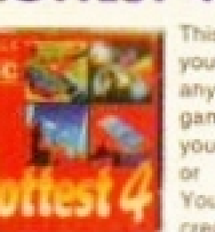
Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. £8.49

VISIONS



This is another multi-format CD. It contains 500 great stock photographs and images. All are royalty free and are in GIF format 640 x 480 and 600 x 800 resolutions. Outdoor scenes, animals, the seasons, fractals, buildings and many more. Suitable for Amiga, PC compatibles and Mac. £21.99

HOTTEST 4



This allows you to use any CD32 game on your A1200 or A4000. You can create a config file for every game, storing joypad info etc. Comes with a complete English based manual and can run around 98% of CD32 games. £14.99

ILLUSIONS IN 3D



Here is a CD with loads of 3D hidden pictures, the utilities you need to create your own images and also the objects needed to create the 3D "hidden" effect! Programs such as Stereogram to produce the image as well as hundreds of source files in a myriad of gfx formats, 3D text images and 3D images (PCX, IFF, BMP). £8.99

INTERNET INFO



17,420 text documents straight from the Internet. FAQs on every subject imaginable, dosc on computer security, Internet network maps, discussions from Usenet, Internet guides and more. An ideal way for the novice user to understand the Internet before they commit themselves to a subscription. £14.99

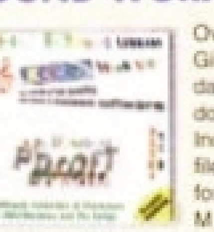
GIGA GRAPHICS



Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners.

QUAD CD £34.99

SOUND WORKSHOP



Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

DOUBLE CD £18.99

DEMO CD 1&2



Over 100 games ready to run, many large animations that spool from the CD, over 6000 IFF samples, over 2000 protracker music modules, MBs of classic demos, 100s of images in IFF format and much more. Works with the CD32 but mouse recommended. £15.99

SPECCY SENSATIONS



Do you remember when the Spectrum was King? Forget the "future" consoles relive the old days with this beast of a CD! Play Jet Pac, Knight Lore, Arcadia, Jet Set Willy, Attic Attack, Exolon, Commando, and many many more. Emulators for, and can be used on, the Amiga, PC and Mac computers. £14.99

TEN ON TEN £35.99

Almathera present a collection of ten (10!) CD-Roms for your satisfaction. Ten CDs for under £40 - a bargain! It contains,

Team Yankee	- action packed 3D tank sim
Pandora's CD	- 2000 clipart library and more
World Vista Atlas	- world multimedia explorer
Illustrated Shakespere	- classic text
CDPD 1 & 2	- loads of classic PD on here
Demo1	- nostalgic demo collection
Comms, Networking	- a comms compendium
Fonts and Clipart	- full of various fonts/clipart
Photo Library	- 600MB of image files

GOLD FISH



GOLD FISH I £23.99

GOLD FISH I

Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these.

GOLD FISH II

Continuing the tradition this double CD brings you the very best PD releases from Fred Fish. All the PD is from Oct '93 to Nov '94 and is in archived and BBS ready-to-run formats. An excellent CD!

GOLD FISH II £24.99

LIGHT ROM

VOLUME ONE £27.99

Light Rom volume one contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Produced by M.Meshew. Light Rom volume 2 contains 100% Lightwave/Toaster material with over 300MB of data that didn't appear on vol.1. Collections of 3D models from various Lightwave artists including Kevin Lude etc. Superb collections!

VOLUME TWO £34.99

THE AMINET COLLECTION

AMINET SET 1 £24.99

AMINET SET 1

This must be one of the most popular CDs ever! This is ... really BIG! Contains over 4 gigabytes of Aminet files in un-compressed format ... on CD] from end of ... to December 1994. A four CD ... that is divided into different categories with a easy-to-use Amiga Guide interface. 91% Amiga Format ...

AMINET 5

Aminet 5 follows in the footsteps of volume 4 and Aminet set 1. It contains Aminet files from Nov 1994 to February 8th 1995. Only £11.99

AMINET 6

Aminet 6, ... June 1995, will be one of the best selling CD's of 1995, after Zoom of course. It should contain (full details unknown at time of going to press) all the Aminet uploads from Feb 9th to June 8th.

AMINET 6 £13.99

GAMES CD-ROMS



ASSASSINS £16.99

ASSASSINS

All the first 200 disks are present on this compilation. All the games are ready-to-run from the CD - from an easy to use graphic user interface Another excellent CD!

GAMES DELIGHT

40 different Amiga games: Action, card games, strategy games. All the games on this CD-ROM are commercial, no public-domain. Works with the CDTV/CD32.

GAMES DELIGHT £24.99

FRESH FONTS



VOLUME ONE £16.99

Volume 1 contains 626 MBs of freely distributable fonts, 200 font families such as Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts with the copyrighted Thienen family. 231 families in total each with 8 different styles : Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

VOLUME TWO £17.99

PRO CLIPART 2 £18.99

This is a multi-format CD that contains data in IFF and PCX format for Amiga and PC users. Includes categories such as animals, boys, cultural, floral and natural, girls, holiday, literal, mythological, scenery, transportation and work images. Also bears, cats, dinosaurs, dogs, insects and horses and cultural images from Egypt, Japan, Native America, Polynesia and Persia. All in all one excellent clipart collection for Amiga/PC..

Includes a 250 Page Book!



LSD COMPENDIUMS



Volume One £16.99

Volume 1

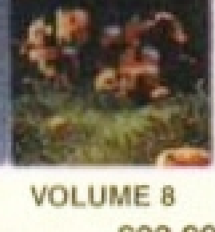
LSD were "famous" for their excellent disk magazine and LSD Legal Tool compilations. This CD carries on this tradition of quality productions...bringing you one of the best CDs from Autumn 1994.

Volume 2

Contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but if you need that elusive utility then this is the place to look.

Volume Two £17.99

FRESH FISH



VOLUME 8 £23.99

The Fresh Fish range of CDs are very popular with the avid collector of Amiga public domain. All volumes are DOUBLE CDs. Volume 9 contains: the complete set of GNU tools, including EMACS, text utils etc, the Commodore N.D.U.K., PasTeX inc 60MB of pk fonts, FAX fonts, 600 DPI fonts, hardware and software reviews, and many more files.

VOLUME 9 £24.99

JET SET WILLY 3

GAME

By	*Jasper Byrne*
PD library	*Sadeness PD*
No of disks	*One*
Price	*£1 inc p&p*

Manic Miner **was probably responsible for more sleepless hours spent on the 8-bit systems of old than any other game available at the time.**

Such was its success that it spawned an equally fine successor, *Jet Set Willy*. Both were programmed by Matthew Smith and propelled the handsome back-bedroom programmer to almost a full 15 minutes of fame and earned him a fortune in the process. But where is he now?

***Jet Set Willy 2*, though a larger affair and programmed by different people, was nowhere near as successful as either of its predecessors.**

***Jet Set Willy 3* has been programmed by an obvious fan, and much of the essence of the original has been maintained. The same manic screens full of proper sprites filling in for UDG's (user defined graphics) make it look only slightly better than the C64 version. This helps preserve the flavour and sentimentalists will love it all the more for just that reason.**

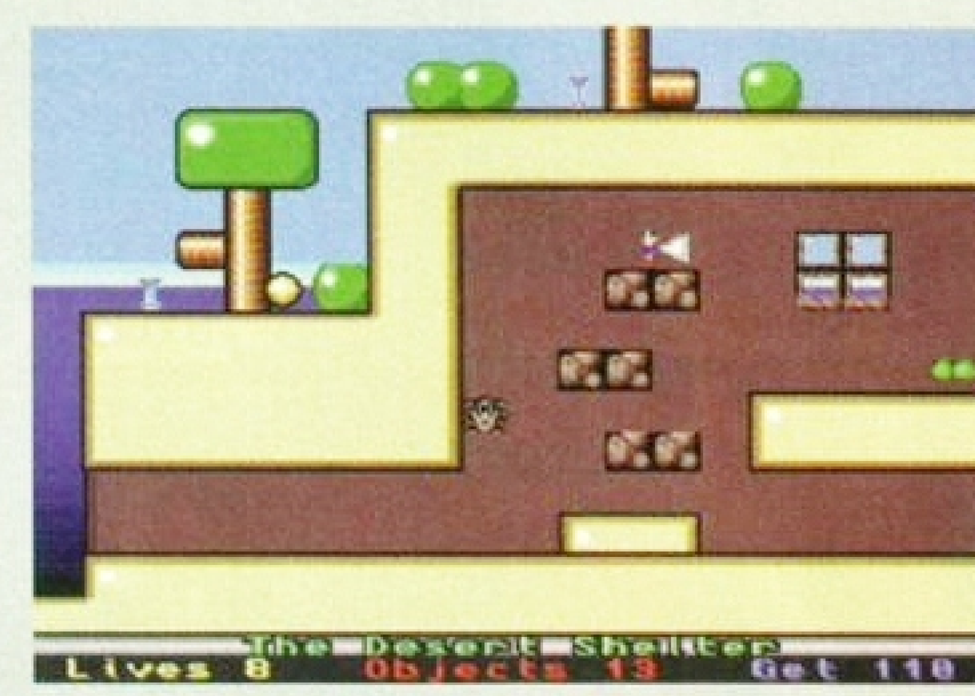
The structure of the game is simple: a large platformed area has to be traversed and negotiated and various keys and collectables have to be collected. By today's high standards *Jet Set Willy 3* doesn't offer much in the way of addiction or challenge, but there are a lot of people who like their games this way. Good luck to them.



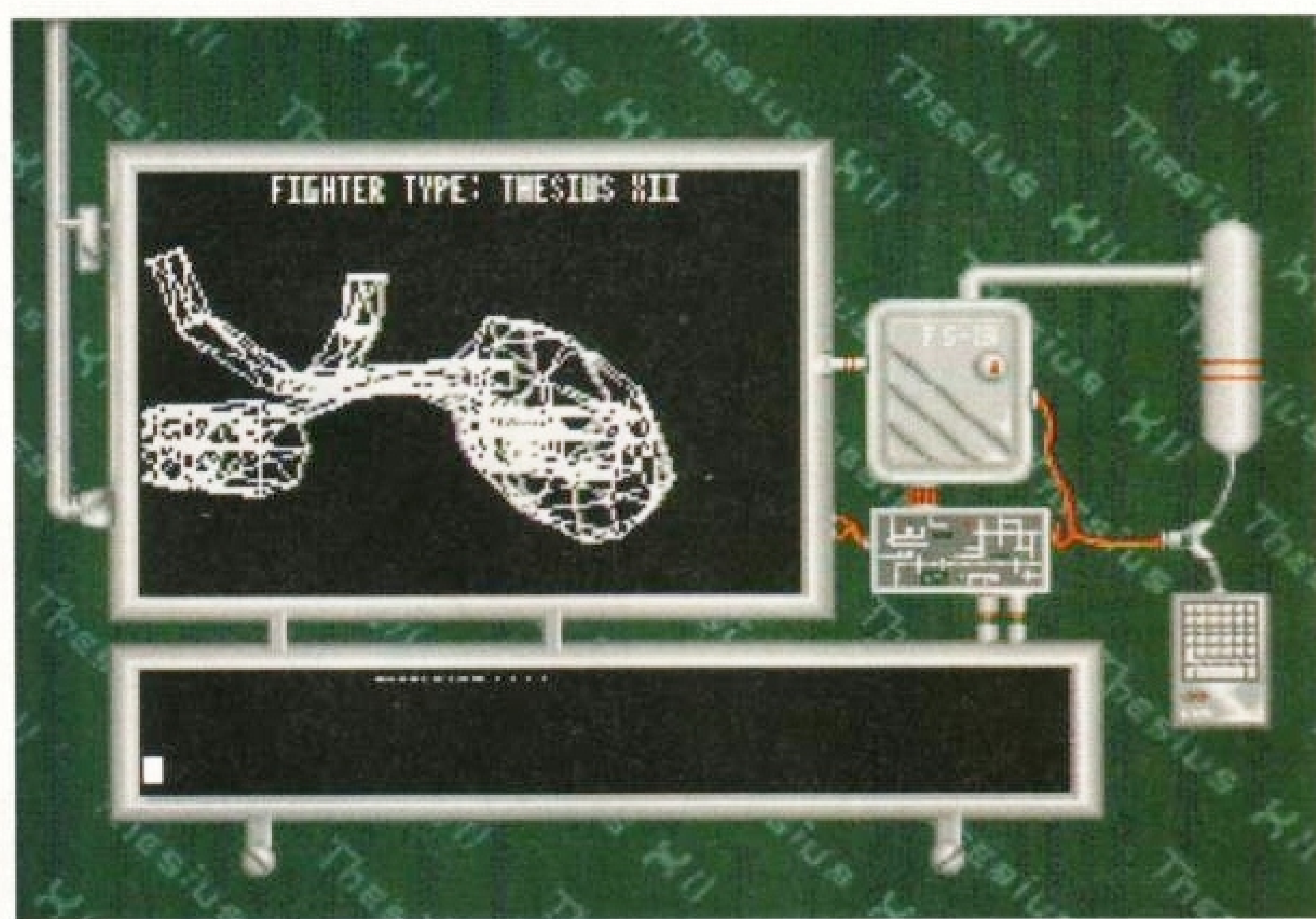
Just about everyone who came into Format's offices and saw this screen screamed with excitement...



... understandable though, because it looks very similar to the opening screen of the original.



Jet Set Willy 3 will appeal to eight bit fans and people who don't like too much of a challenge.



THESIUS XII: We don't condone the violence. But the enemy used a water cannon to put out a lighted match and inflamed the situation. That's our excuse and we're sticking to it.


THESIUS XII: Bullets, bullets everywhere but not a gun to shoot, said the bad poet.


THESIUS XII: Power-ups, speed-ups and other bonuses appear if you do the right thing.

⬅ its DTP merchandise is Roberta Smith's outfit. Consistently usable and commendably relevant, the material Roberta offers is ideal for Amiga DTP.

This collection of 300-400 images is cartoon-inspired and you'll find many instantly recognisable characters from newspapers and television.

THESIUS XII

GAME

By	***Kevin Picone***
PD library	***Network PD***
No of disks	***one***
Price	***75p plus 50p p&p***

In last month's PD Select, we looked at a *Project-X* clone called *T-Racer* from the Virtual Dreams coding team. In terms of its difficulty and aesthetics, *T-Racer* was just about spot-on for the casual shoot-em-up fan.

Thesius XII (from a group who's name remains obscure) is a shooter's shoot-em-up. It demands intense concentration and lightning reflexes. Despite several attempts – in fact I must have tried about 100 times – I still only managed to complete a measly 10 per cent of the level.

It doesn't look or sound as good as *T-Racer*, but it plays every bit as well. And when it comes down to it, that's all that really matters – especially in the world of PD and Shareware games.

Yup, that's right, *Thesius XII* is Shareware. But consider what you're getting for your £5 registration money: a multi-level *R-Type* derivative with four different power-ups and three different weapon enhancements.

Thesius XII is a game that, if this demo is anything to go by, will always present a challenge to all but the most accomplished shoot-em-up artist.

TOP 10 PUBLIC DOMAIN TITLES

TOP 10 courtesy of:
EXCLUSIVE PD
7 Beresford Close, Waterlooville, Hants PO7 5UN. Tel: 01705 642409

1) F1GP Editor V2.31
2) CD-ROM Update Utilities
3) Fears V2.0
4) Pro-Lottery V1.1
5) X-Files Guide
6) Magic WB V1.2p
7) Superview V4.0
8) HD Games Installer 2
9) DOpus Magic Companion
10) New Icons Package In A World

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

Roberta Smith DTP
190 Falloden Way
Hemstead Garden Suburb
London NW11 6JE
Tel: 0181 455 1626

Sadeness PD
13 Russell Terrace
Mundesley
Norfolk NR11 8LJ
Tel: 01263 722169

Network PD
125 Nicholson Road
Sheffield S8 9SW
Tel: 0114 281 0398

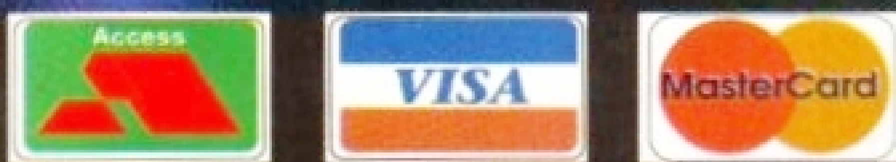
Your Choice
39 Lambton Road
Chorlton
Manchester
M21 OZJ
Tel: 0161 881 8994

F1 Licenceware
31 Wellington Road
Exeter
Devon EX2 9DU
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SOFTWARE



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Overseas orders are welcome, but there is a minimum order of 3 titles and please add £1 P&P per floppy title and £2.00 per CD-ROM title for Postage & Packing.

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UK & Mainland add a total of just 50p for floppy software.

Plus £1 per CD-ROM title ordered.

INFORMATION

Goods are not sold on a trial basis. E&OE.

PLEASE STATE YOU ARE OVER 18 WHEN ORDERING ANY ADULT TITLES.

Full Terms and Conditions available on request.

We do not condone the use of pornographic software.

Actual screenshots may vary between different computer versions.

A computer virus! I'm gonna eat yer FAT!

A two disk collection of the best virus killers available for the Amiga. An essential purchase for any Amiga user. Very easy to use. Only £4.00

☐ VIP4-2. VIRUS KILLER SET

A set of 10 of the best puzzle games for the Amiga. Frustration at an extreme. Superb value. Only £7.00

☐ MTG7-3. MIND TEASERS

Typing Tutor

If you want to learn to type like a pro. then our superb Typing tutor set will help you on your way. Only £3.00

☐ TYP3-1. TYPING TUTOR

Workbench 3 is very good but commodore forgot to include a few things, like a virus killer, a decent file manager, a menu system, a few WB games & more. £7

☐ SCF7-3. STUFF COMMODORE FORGOT

A complete wordprocessing package. Features all standard options like: cut, paste, spell checker etc. An overall easy to use package. Only £3.00

☐ TXE3-1. TEXT ENGINE WP

If you want to linkup your Amiga to a PC or another Amiga then this is the software for you. You can easily transfer files from one machine to another. Only £8.00

☐ COM8-3. NETWORKING SET

StarTrek Action/Strategy game. You take control of all key personnel on the bridge. great sound fx and graphics make this a superb game. £6.00

☐ STG6-3. STARTREK GAMES

Create your own fascinating 3D stereogram pictures on your Amiga. Complete with demo pictures, viewer and Magic Eye maker. Only £5.00

☐ RDS5-2. MAGIC EYE KIT

An essential purchase for any hard drive owners, Includes backup tools, virus tools, disk repairer, and loads of other utilities. Only £5.00

☐ HDT5-2. HARD DISK TOOLS

Now the wheather is nice, it's time to do the garden, and the best way to get out of doing it is to spend loads of time designing it. Only £3.00

☐ GRN3-1. 3D GARDEN DESIGNER

Get your finances in order with this excellent package. Keep track of your fuel, petrol, & food bills. Find out where all your money geos each month. Only £7.00

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Over 100 games on 5 great disks. All the classics are here, aswell as loads of new original games. Hours of fun for just £10.00

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Make your own hardware and save £££. Sound samplers, memory expansions, Bridgeboards etc. Knowledge of LHA req. Only £4.00

☐ HWP4-2. HARDWARE PROJECTS 2

A two disk set of new workbencgh backdrops and icons for use with Magic Workbench, on any Kickstart 2 or 3. MagicWB available. £3 MagicWB extra's.... £5

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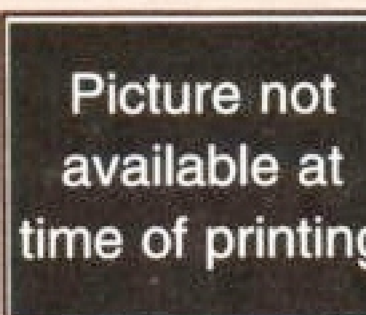
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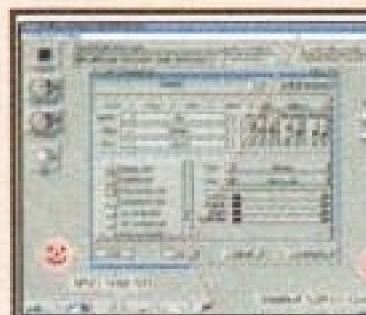
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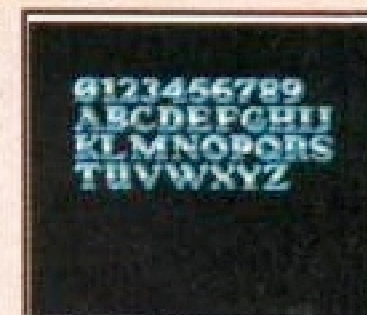
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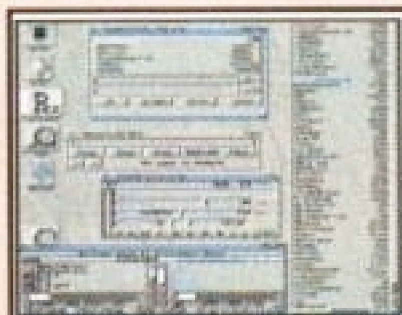
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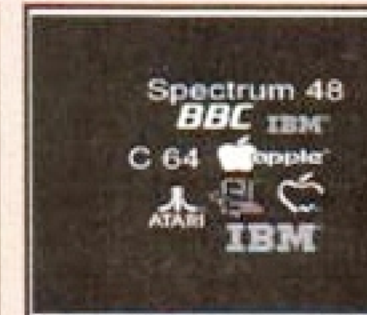
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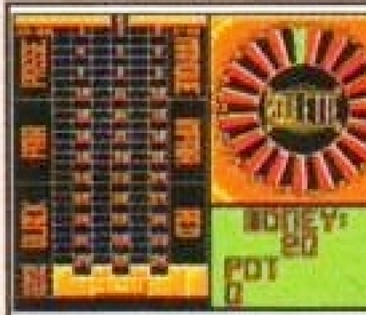
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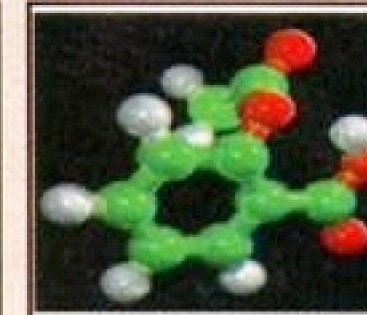
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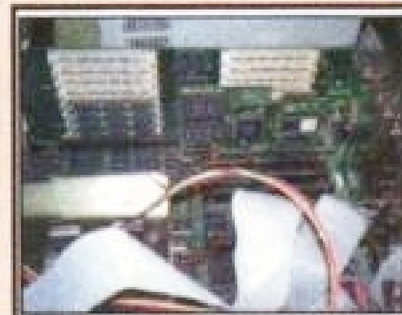
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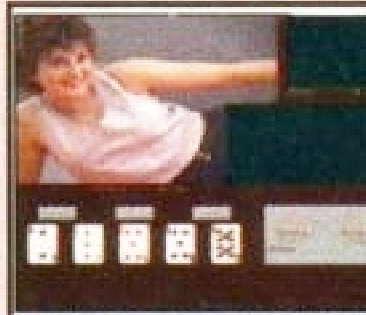
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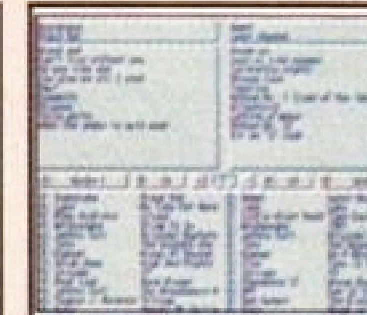
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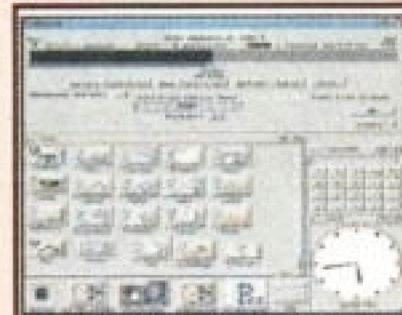
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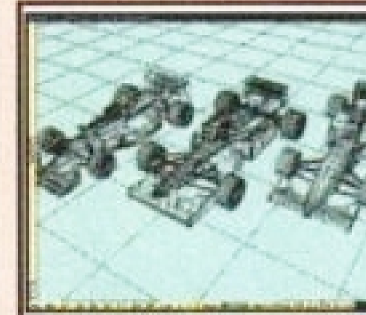
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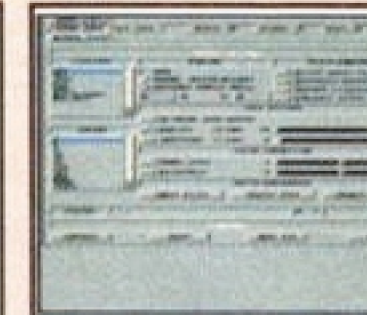
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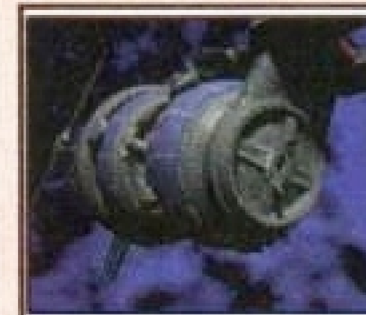
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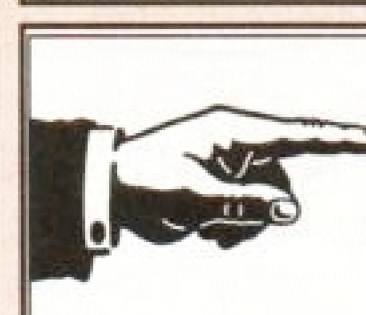
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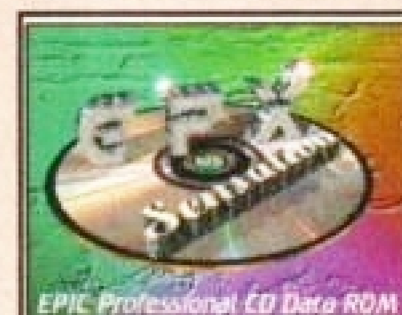


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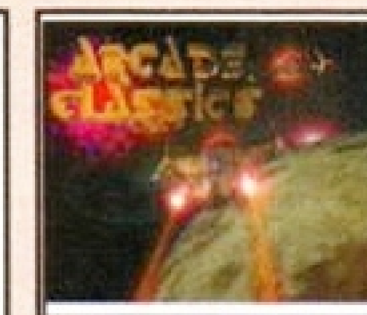
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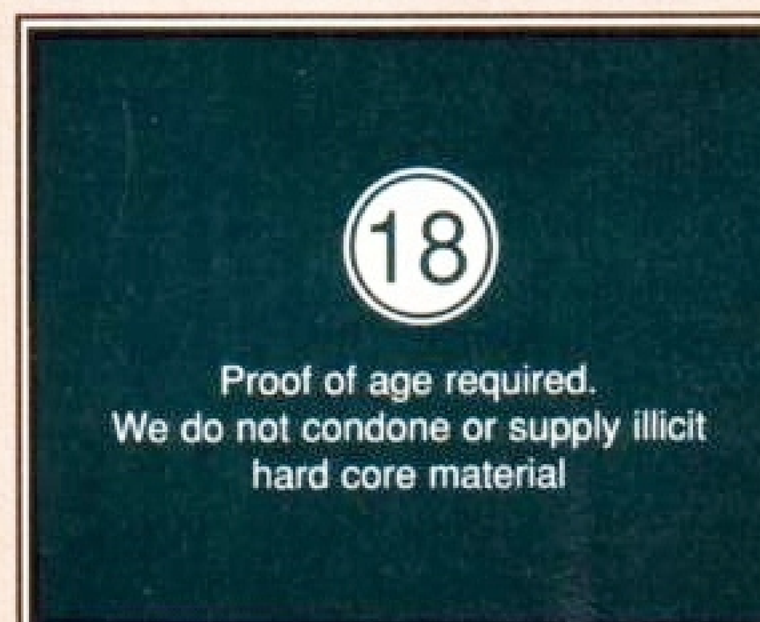
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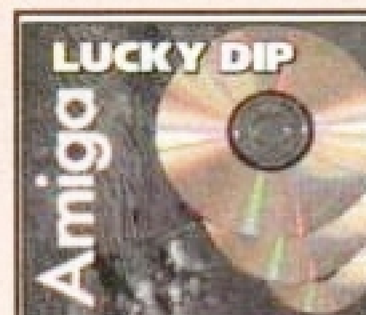
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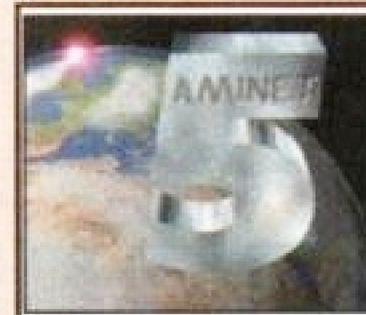
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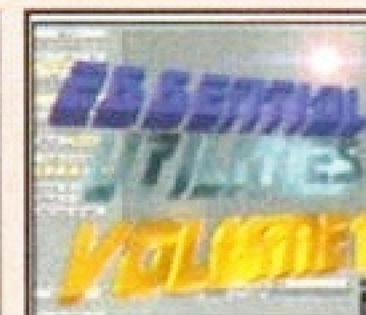
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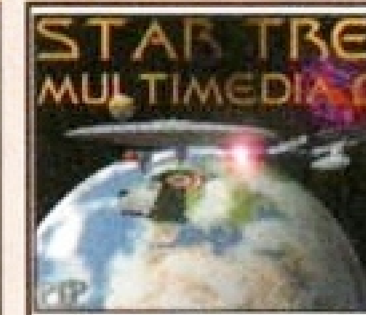
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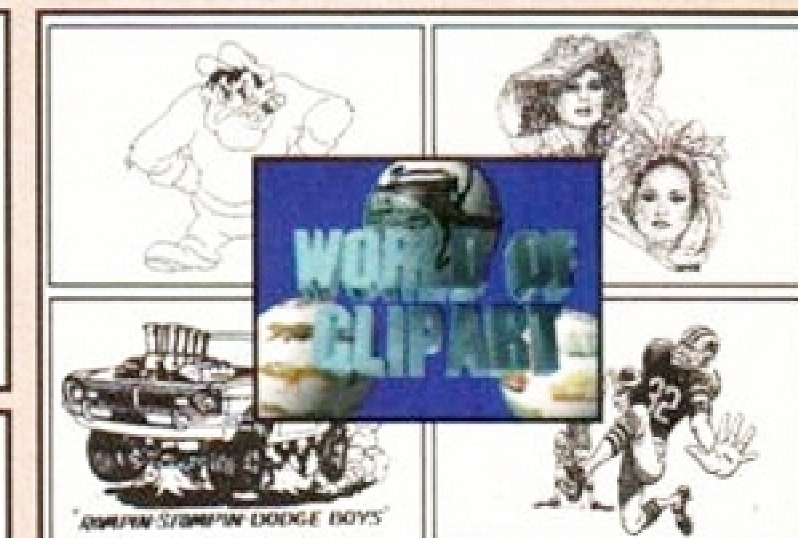
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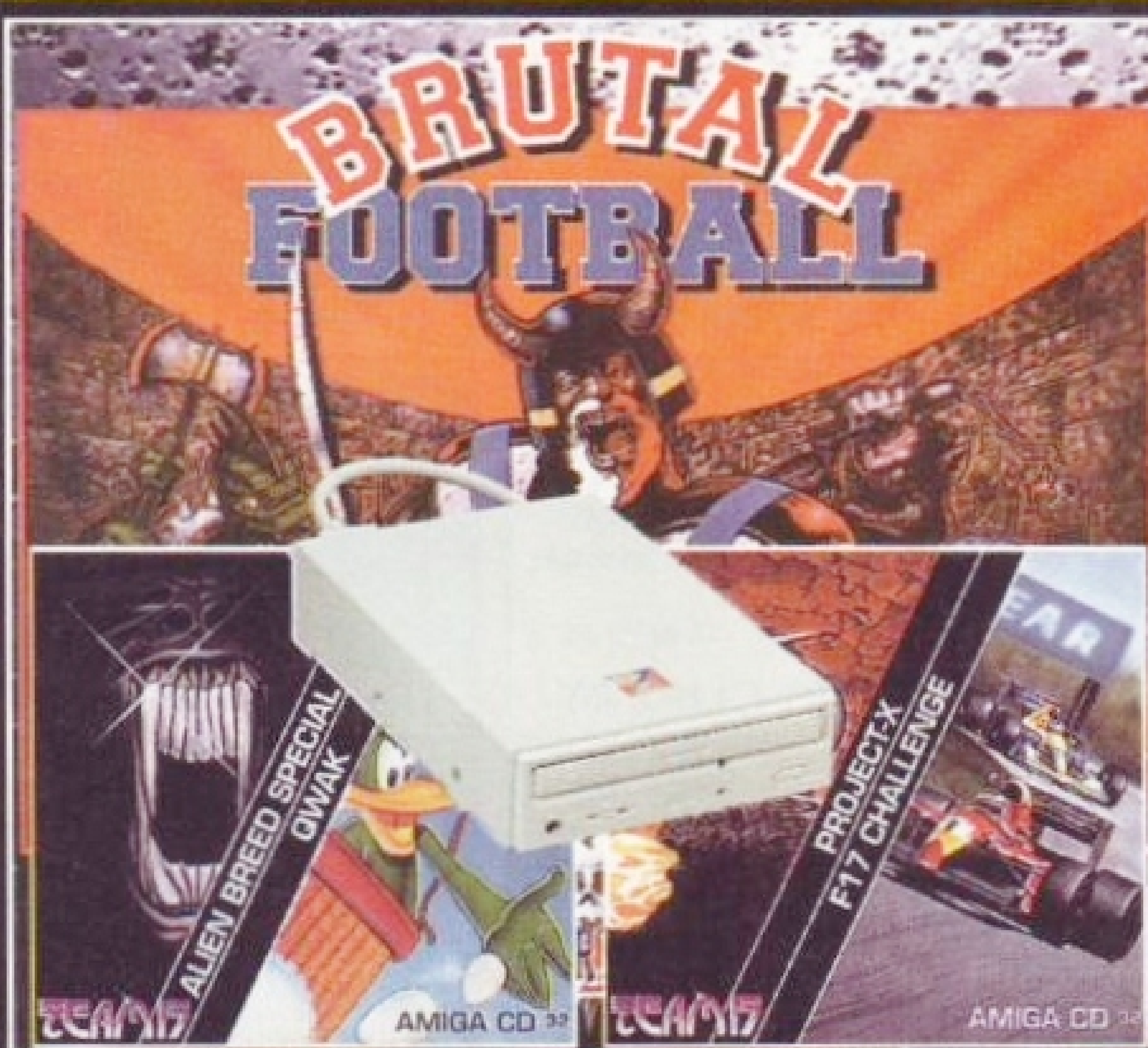
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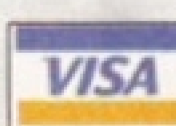
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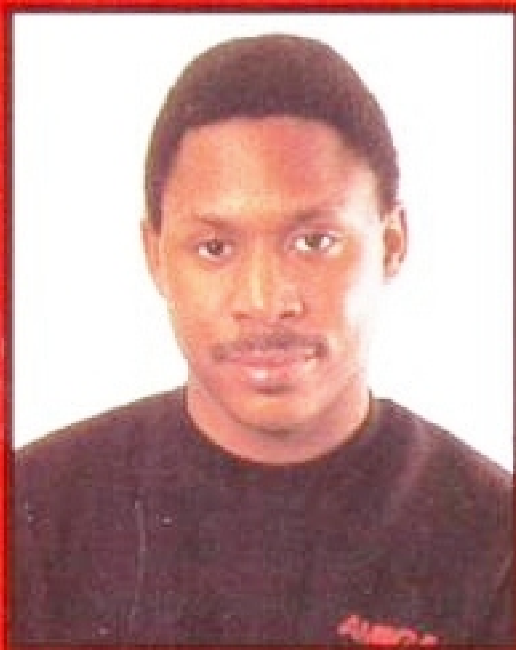


SERIOUSLY AMIGA

Is it time to switch to *Real 3D*? Andy Jones, the creator of this image, thinks so – does *AF* agree?

AMIGA FORMAT

SEEING THE LIGHT



Amiga 3D animators have never had it so good! While *Lightwave 4* may still be conspicuous by its absence, that hasn't stopped RealSoft from releasing version 3 of *Real 3D*. Even though it was already an incredibly powerful program, it's now been 'beefed up' enough to put it on a level footing with the SGI software.

AIWA launch their first ever computer peripheral this month, the ACD 300 CD-ROM drive. *Pro-Pak* brings a 'new, improved' vector solution to the Amiga, while *PC-Task* is also upgraded to enable faster PC software emulation. Another member of the the upgrade club is *Photogenics*, which now has more effects and tools and is even faster. If you're fed up waiting for *Lightwave 4*, you'd better check out our *Lightwave* plug-ins round-up. We also look at the latest CD-ROMs and – what else? – oh yes, *Digita Organiser*!

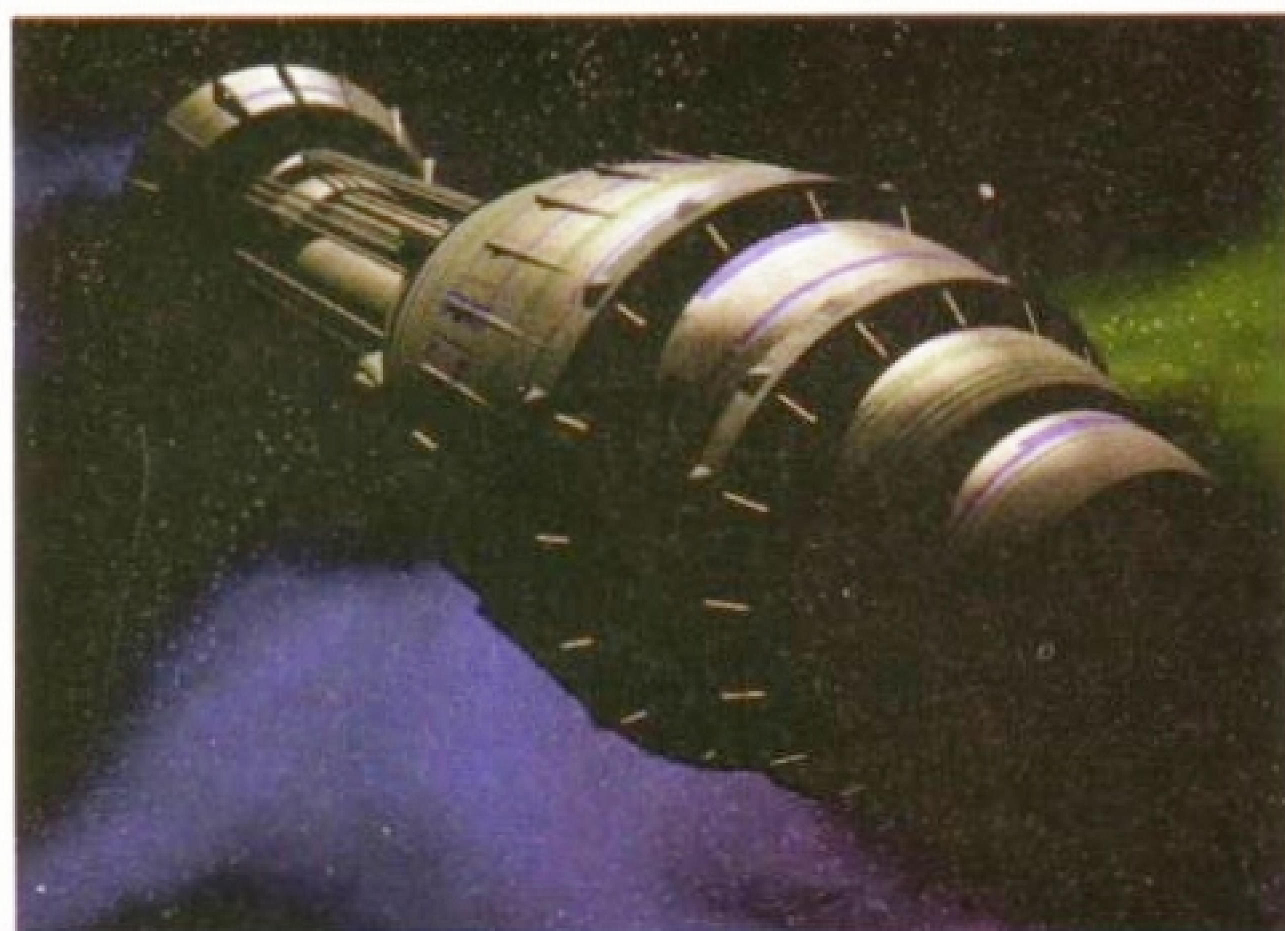
REVIEWS

At first it might almost be a real photograph, but there's something slightly surreal and disturbing about the way the light falls on the house. It's this that gives you the clue that the house has been created with ***Real 3D*** and dropped into a photographic background.



Real 3D v3

With its amazing solid modelling, this is already the star 3D system on the Amiga – now Graeme Sandiford finds it's reaching new heights.



As well as solid 'primitive' shapes like spheres and cones, ***Real 3D*** uses spline modelling so that you can create smooth, organic curves.

While *Lightwave* has been lighting up Hollywood recently with appearances in countless film and TV productions, it's easy to forget that the Amiga has plenty of other high-powered 3D rendering packages. One that has been slightly eclipsed by *Lightwave*'s success is a program which could be described as the grand-daddy of Amiga 3D programs. Already recognised as one of the most powerful rendering systems, the program has just received its first major upgrade in almost two years in the form of *Real 3D v3*.

As a 'product', *Real 3D* has changed its market position more than any other. When it started out it was very much an enthusiasts' program – relatively easy to use and quite affordable. But even in its earlier incarnations it showed glimmers of its incredible potential, with several ground-breaking tools.

The arrival of version 2 marked a quantum leap in terms of both power and price. *Real 3D v2* quickly established itself as the Amiga's single most powerful 3D program, though a price of £400 pushed it firmly out of the reach of all but the most dedicated of amateur 3D animators.

Version 3 has gone some way to making amends, with a drop of £100 in price to just under £300. This is a third of the price of the PC version, which has been launched simultaneously, and less than half of the expected price of *Lightwave 4*. All the same, £300 is still three times the price of its one-time closest rival, *Imagine*, and this price puts it on the outskirts of the home market.

One of the most obvious changes from version 1 to 2 was the program's new interface. Unfortunately it was not met with too favourable a reception, despite being the most configurable of the 3D packages of the time. This was due in part to its complexity, which reflected the program's immense power and flexibility. Many people may still be put off, though, since version 3 retains the same interface.

The interface is based on windows and you can have as few or as many as you want, which means you can create a tailor-made interface adapted to your method of working. The trouble is it can be extremely



Since it's a solid modeller, transparent objects are rendered to scientific accuracy.

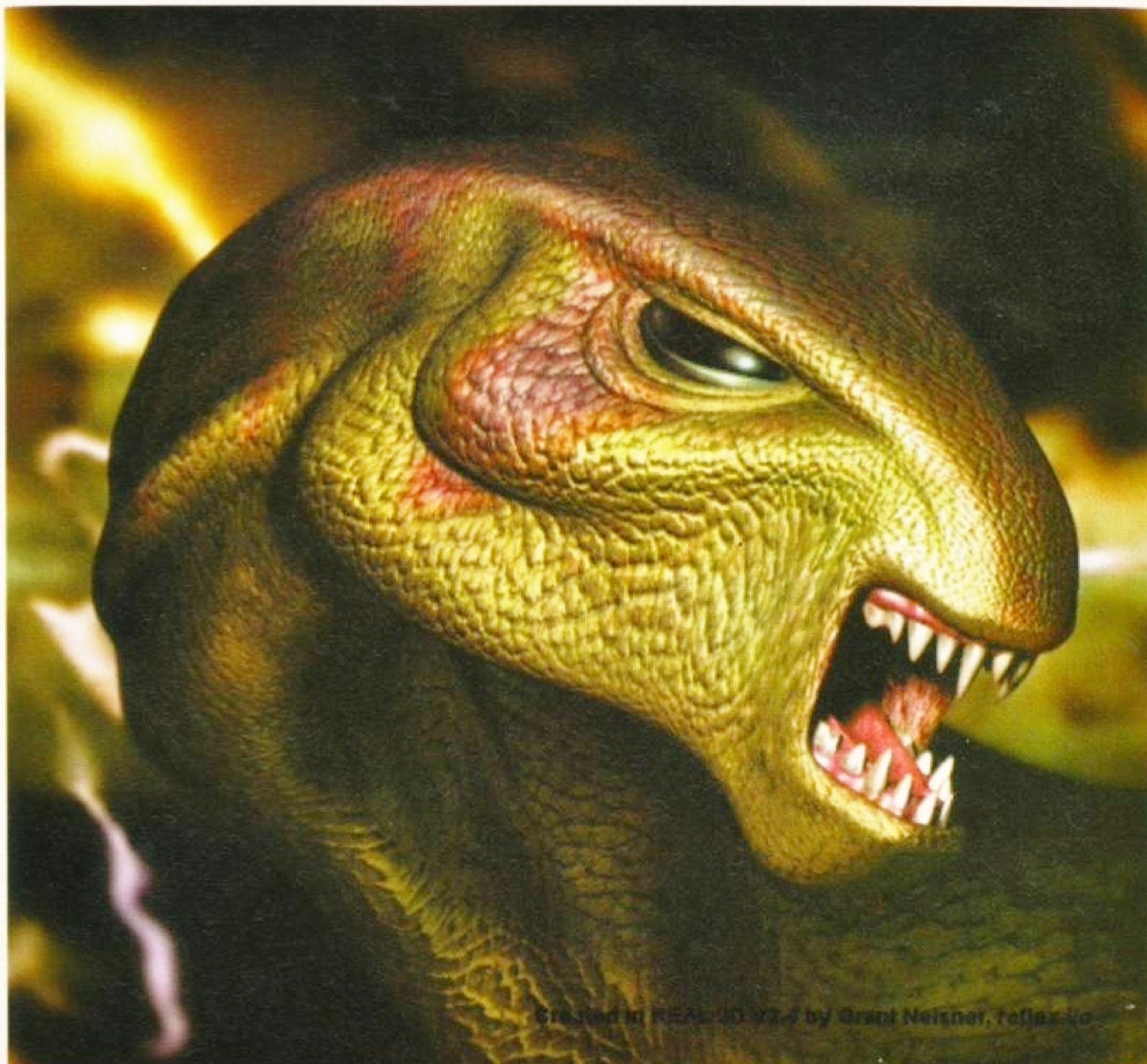
confusing to start off with, but after spending a while creating a comfortable environment, most users find they can use the program effectively and work at a fair old pace. The only real gripe I have about the interface is the icons – they're tiny, and as a result it can be difficult to make out what an icon does.

The program's working methods can also be a little confusing at first and most new users will struggle to get to grips with completely new concepts, such as the program's hierarchical design. But you really should do it properly, so that you can take full advantage of *Real 3D*'s powerful tools – and once you start to use the program frequently you'll soon understand why the tools work the way they do and the benefits this brings.

It has to be admitted that if you expect to see quick results, you'll be disappointed. It requires commitment to learn how to use the program, but if you do put in the time and effort you'll be rewarded with some of the most jaw-droppingly powerful 3D features seen on any platform.

So what are these mind-blowing features? Well, though it's not a feature or a tool, one of the things that really sets *Real 3D* apart from other 3D programs is its hierarchical way of working. The easiest way of explaining this is that objects are arranged on a parent/child basis.

The child objects will inherit their surface and physical attributes from their parents. A practical application of this would be applying a texture map to an object with several objects lower down in the hierarchy – each object would inherit the texture map, while objects higher up will remain unchanged.



The hierarchical way that *Real 3D* works with texture makes these impressive skin textures relatively easy to apply. Each object that makes up the dinosaur need not be given a separate surface, because textures applied to 'parent' groups are passed on to the 'children' as well.

One of the most important parts of any 3D program is the modelling tools – you can't even begin to make stunning images or animations unless you can first create the objects that you will use as building blocks. *Real 3D* is a solid modeller rather than a skin-based modeller, the difference being that the objects it creates are solid rather than hollow.

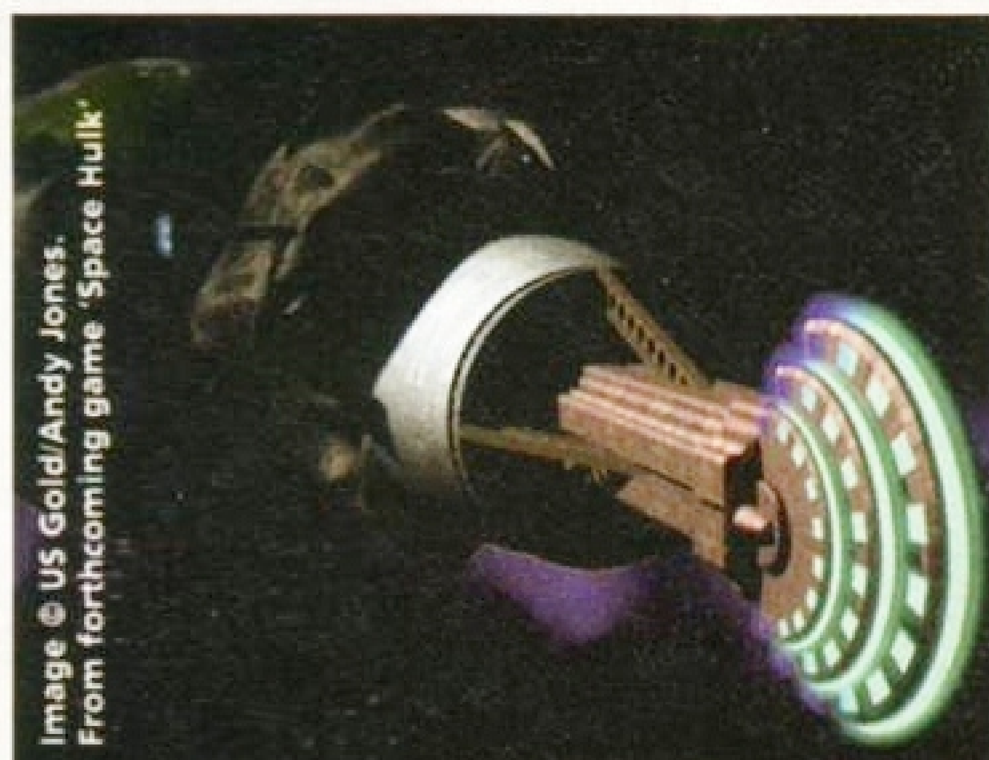
The program has a wide selection of 'primitives', which are basic shapes that can be joined together to form more complicated ones. Of course *Real 3D* does not solely rely on primitives – it also has sectional, composite and free-form tools. But the most powerful modelling tools of all are the B-Spline, which can be used to create organic shapes and beautifully smooth surfaces. Unlike polygon objects, spline objects have no edges and so always appear smooth when rendered, although they take a long time to render. *Real 3D*'s splines, along with its comprehensive Boolean operators, are the best of any program on the Amiga.

Right – enough of the way the program works, and on to the new features in v3. Perhaps the most interesting are the post-processing effects. At first, I thought "Oh no – not more lens flares", but there is more to it than that. Yes, there are lens flares, but there is also a rather handy glow effect which can be used to create odd lighting effects, from laser bolts to lighting panels, quickly and easily. Another useful post effect is the distance blur feature, which can reduce the appearance of moiré patterns that appear on large objects when their textures fade away into the distance.

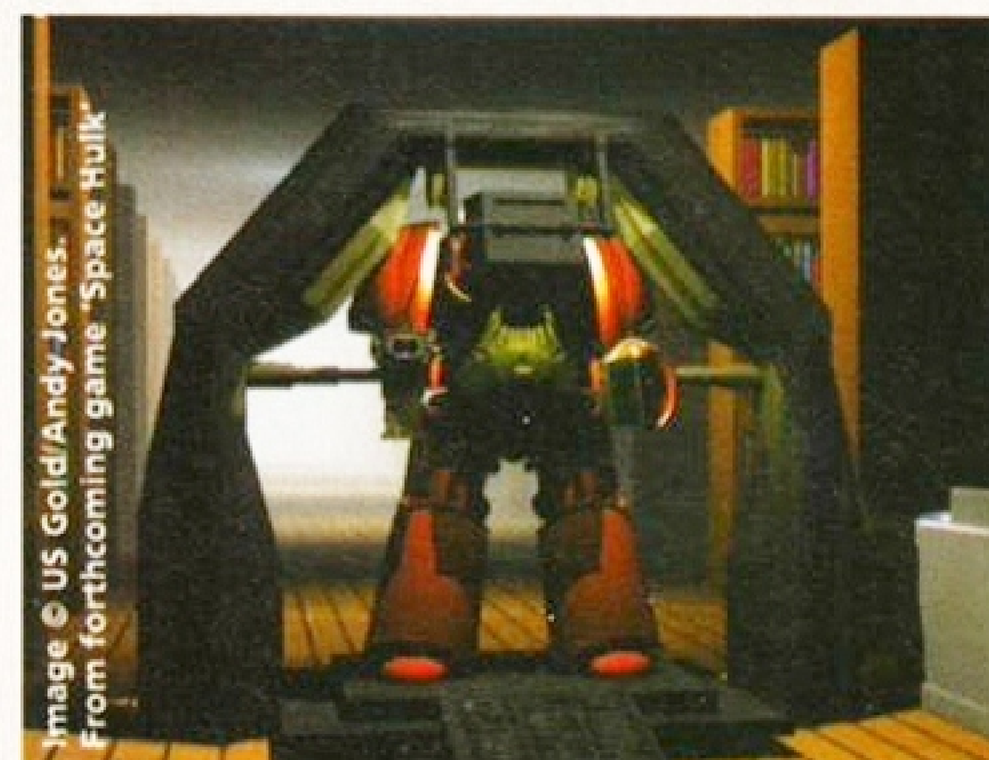
Continued overleaf ➡



A growth area of 3D modelling is for intros and animation sequences for games, as these shots from the forthcoming *Space Hulk* demonstrate perfectly.



Improved light source handling makes glowing objects much more realistic, and they're also easier to create. This can be used for a variety of special effects.



The distance blur effect is almost the equivalent of 'depth of field' on a camera lens. It can also eliminate moiré fringing on background textures.



between two skeletons, adjust a joint's friction and constrain its movements. There is also a feature called fidelity, which stops selected points from being deformed so that you don't get characters with soft knees or elbows.

Those are the major new addition, but there are several other minor changes and new features – and there are more updates on the way. With the release of version 3, *Real 3D* has established itself as the Amiga's most powerful 3D package and will almost certainly do the same in the PC market.

The best thing about the package is the sheer realism you can achieve – you can create your own little universe, build the objects that will inhabit it, tell them how to behave, set them off and watch them interact with each other and the forces that surround them. Or, if you choose, you can define how each object behaves on a frame-by-frame basis.

The drawbacks are a steep learning curve and the high cost, but these could be a small price to pay to become the god of your own virtual universe.

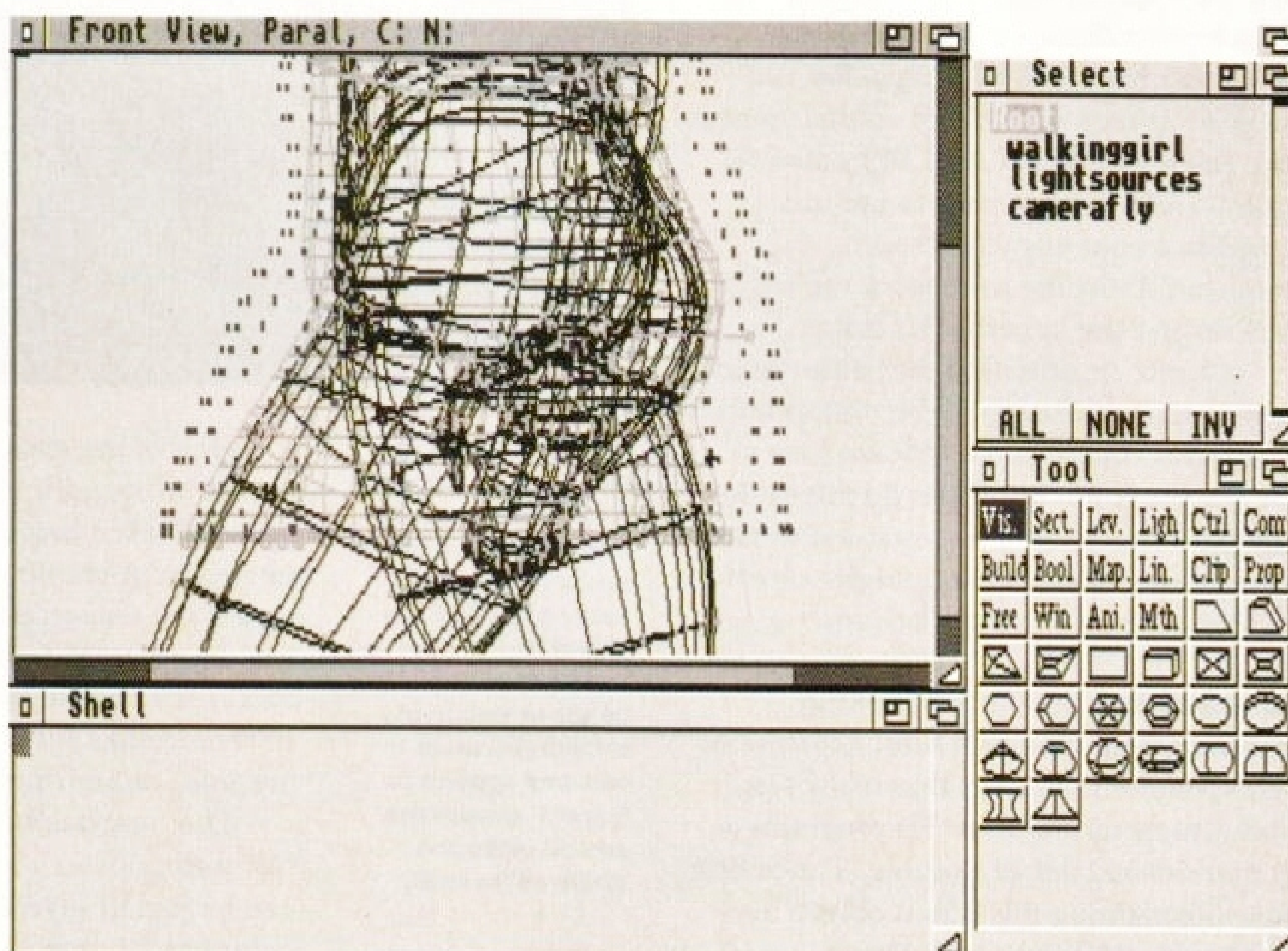
However, the most powerful new features are in the animation department, where a new animation method called Surface makes its debut. This uses collision detection so that objects can be animated over another object's surface (they can either sink through, or float above).

You can set up a motion like walking or driving and make it self-perpetuating – so off goes your object, moving across the ground, just as if you've wound up a clockwork toy. The best thing is that if the surface is changed, the animated object will walk over it automatically. When this is used with the modifying forces like gravity and friction that the program offers, the level of realism is almost frightening.

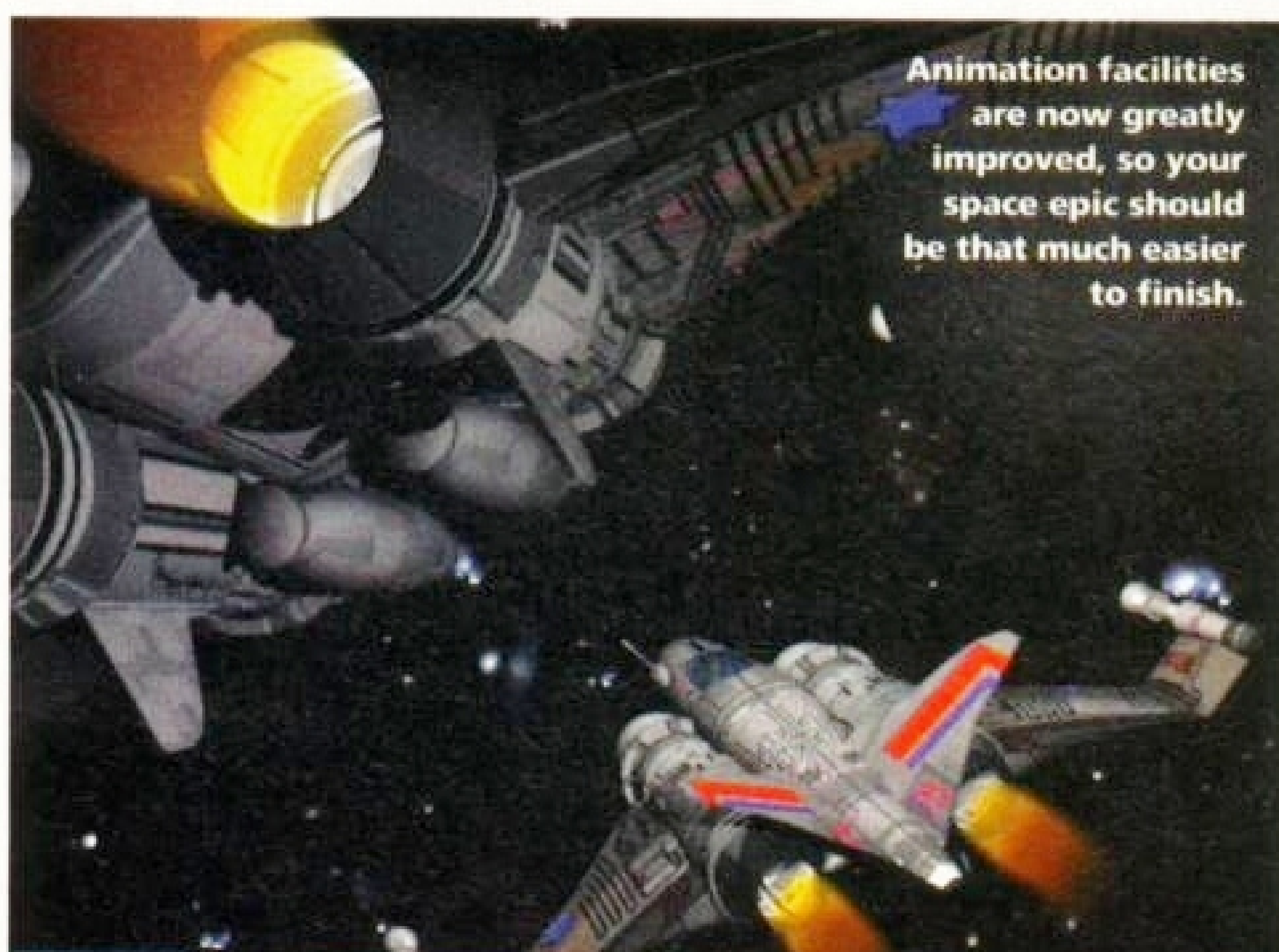
Another new animation tool is shrink-wrapping. Using this, one object can crash into the surface of another and make indentations in the surface that match the shape of the object that made the impact. There are a number of uses this could be put to – footprints on a sandy shore as a character walks along, or comical cartoon antics like a character being hit in the face with a heavy object.

The skeletal control system has also been re-vamped. It is now possible to create hierarchical skeletons, morph

The spline options of *Real 3D* make for very accurate rendering of curves. Most ray-tracers will Phong shade a curve to imitate lighting changes, but *Real 3D* can calculate accurate lighting conditions for every single point on a curve.



The new Surface animation feature can bend objects fluidly around other objects – ideal for character animation, as this flowing skirt aptly demonstrates.



Animation facilities are now greatly improved, so your space epic should be that much easier to finish.

REAL 3D V3

DISTRIBUTOR
Activa UK 0181 402 5770

PRICE
£299.95

SYSTEM REQUIREMENTS
Required: Wb 2+, 6Mb RAM and 10Mb hard disk space.
Recommended: 10Mb RAM, 030 processor, 24-bit graphics card.

SPEED ●●●●
Very much improved from the last version, but its powerful features take a lot of processor work, so it hardly zips along even on a fast machine.

MANUAL ●●●●
This has also improved considerably and there are now plenty of examples and tutorials to help you out.

ACCESSIBILITY ●●●
A steep learning curve, but a highly configurable interface.

FEATURES ●●●●●
No other program even comes close – particles, inverse kinematics, collision detection, gravity...

VALUE ●●●●
£300 may seem a lot, but twice the power of *Lightwave* at half the price.

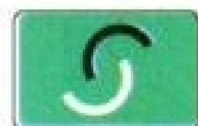
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Aiwa ACD300

It might not be the fastest CD-ROM drive you'll ever meet, argues Nick Veitch, but it's almost certainly the sexiest.

What can you do to make a CD-ROM drive stand out from the crowd these days? Apart from the speed factor, which seems to be an active area at the moment, one double-speed CD-drive is very much like another, is it not?

They virtually all have two phono outs for audio, self-terminating SCSI interfaces and an off-white case. So what makes the Aiwa ACD300 any different from the Apple CD300? Just about everything, it turns out.

The most obvious difference is the front panel, where the ACD300 boasts a large back-lit LCD display, set prominently at the top of a taller-than-average case.

The information on the display varies. Normally it displays the SCSI ID number, which probably isn't important to many people – most simply set up their software once and forget about it – but for Amiga users who are always trying out new CD utilities (PhotoCD players, audio CD juke boxes) it could be useful. It's certainly better than not displaying anything. There is also an indicator to display whether the internal SCSI termination is active or not – again, occasionally useful for a few.

Load a disc and you will automatically be told whether it is an audio or CD-ROM disc, or, indeed, both. PhotoCDs will display session data, which is very useful – since only 25 sessions are allowed, you can check to see how many times you can add to your PhotoCD – while audio CDs will automatically display the number of tracks and total running time.

It's easy to play audio CDs on this drive because it has standard audio buttons (play/pause, stop, skip, etc) on the front. There is even a repeat button, which can auto-repeat a single track or the whole CD, or can activate the unit's 'shuffle' mode. This is certainly easier than fiddling around with CD control software on your Amiga, no matter how wonderful that software may be.

A headphone jack and volume knob are on the front of the unit, but oddly the power switch is on the side – which, as it happens, is more convenient for my set-up, but for most people would probably be less useful than a switch on the back.

Around the rear of the unit are twin phono outs, twin SCSI connectors, the SCSI ID selector and a DIP switch. The DIP can be used to turn auto-termination on or off, select standard or double-speed modes and turn parity checking on or off.

The mechanism uses a tray loading system, so you don't have to mess about with ridiculous caddies, and the tray will also accept the smaller-sized audio discs. In the unlikely event of a tray jam there is a release screw on the underside of the case, and the drive even comes with a screwdriver for this purpose.



Given the fact that all CD drives are pretty much the same in the performance stakes, Aiwa could be on to a winner with their unique selling point – an LCD display and controls for playing audio discs, just like a real CD player.

In operation the drive seems efficient and smooth. Stable transfer rates probably owe a lot to the memory used in the on-board 256k buffer, which makes animation playback straight from CD very impressive. The drive does emit a rather unusual whirring noise when the head is seeking, and although it is a little odd, it's not actually louder than any other drive – it's just a rather peculiar noise.

The device has a standard double-speed 300k/sec transfer rate, is SCSI-2 compliant, multi-session, and is in every practical sense totally ordinary. But with its ease of use, pose value and nice buttons to press, this unit is streets ahead.

AIWA ACD 300

DISTRIBUTOR
First Comp Centre 01132 319444

PRICE
£169.99(or £209.99 with Squirrel interface)

SYSTEM REQUIREMENTS
SCSI interface.

SPEED ●●●
Standard for a double-speed drive, although you can't help thinking transfers are somehow smoother.

MANUAL ●●●●
Multilingual, but diagrams are good and it explains every feature.

ACCESSIBILITY ●●●●
The audio controls are *so* useful, and the LCD display could be more than just a gimmick for some.

FEATURES ●●●●●
It is hard to think of any feature it lacks. Perhaps an attachment for taking stones out of horses' hooves?

VALUE ●●●●
You could probably buy an equally useful drive for around £40 less – but there are plenty of less exciting drives around at the same price.

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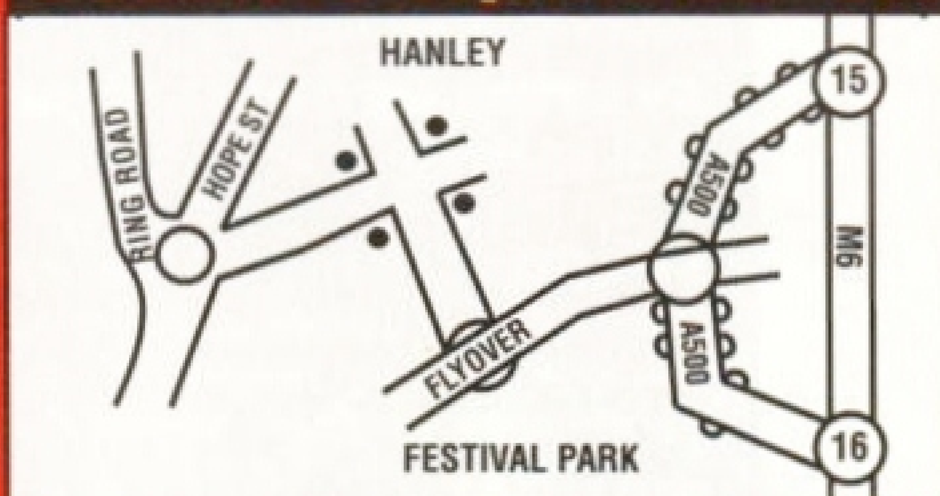
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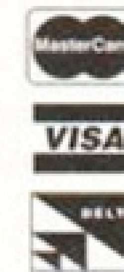
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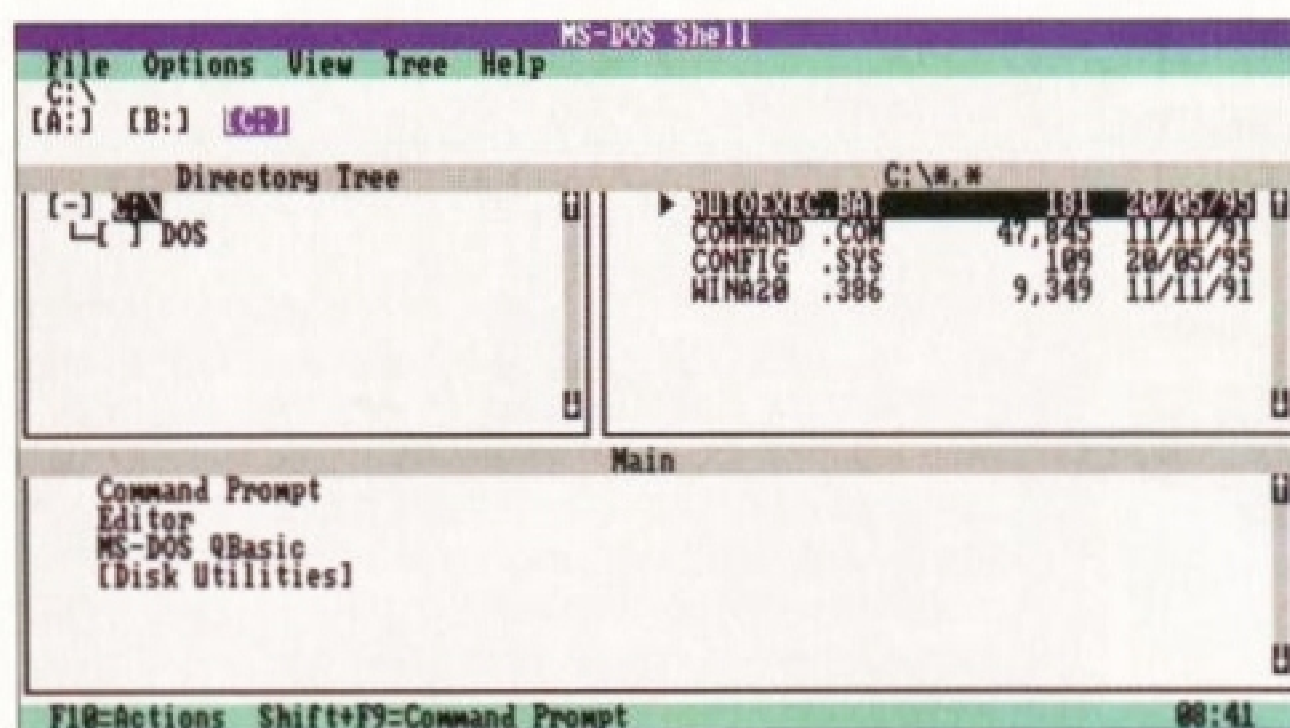


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All the standard MS-DOS applications from Microsoft seem to work fine on this 286 PC emulator, as the MS-DOS Shell program demonstrates.

It's strange, you know, but the thought of emulating a 286 PC in software somehow fails to light the average Amiga user's candle. We've seen various attempts to downgrade the Amiga by slapping a range of cards and hardware solutions into Zorro slots, and some have even worked. They have all, however, been as expensive in the long run as buying a whole PC.

Base (conventional) and Extended memory available to *PC-Task*.

It's a nice touch that you can just click on a gadget to raise Base memory to 704K. PC owners usually have to have a commercial package or a degree in rocket engineering to manage this. In addition, you can mess around with memory settings until you find one that gives *PC-Task* enough while leaving the Amiga side with some breathing room.

I wouldn't recommend using *PC-Task* with anything less than 4Mb RAM unless you want things to slow down a great deal. The PC side needs at least 2Mb and usually tries to allocate more. Besides, we all know what happens to an A1200 when it gets down to its last few bytes of Fast RAM (just think about hang-gliding through syrup).

An Advanced Video Mode button enables a few more choices, such as the grimly satisfying Window setting. This forces the *PC-Task* screen to open on a Workbench window so that you can see both the Amiga and PC side working at the same time, an experience which is worth trying if only for the opportunity to snort dismissively at the PC world.

Other options include the choice to have the PC's internal speaker emulated so that you can listen to the beeps and wirbles which make even *SoundBlaster* sound good. On a more practical note, the COM2 mouse option ensures that even where PC programs such as *Windows* have their own mouse drivers, *PC-Task* can respond (if you have a PC mouse with RS232 connection).

Most important of all is the hard drive set-up option. As with previous emulators, there are two ways to set up a PC hard drive. Users can elect either to format an entire partition or hard drive and make it available to MS-DOS or, if partitions are scarce, set aside a large wodge of an existing Amiga drive.

In the latter case, *PC-Task* builds a file on your hard drive and treats this as if it were a separate drive. This has the advantage of being infinitely easier to

Continued overleaf ➡

PC-Task 3

If you want a 286 PC on a floppy disk, Roger Denby might have found the package you're after.

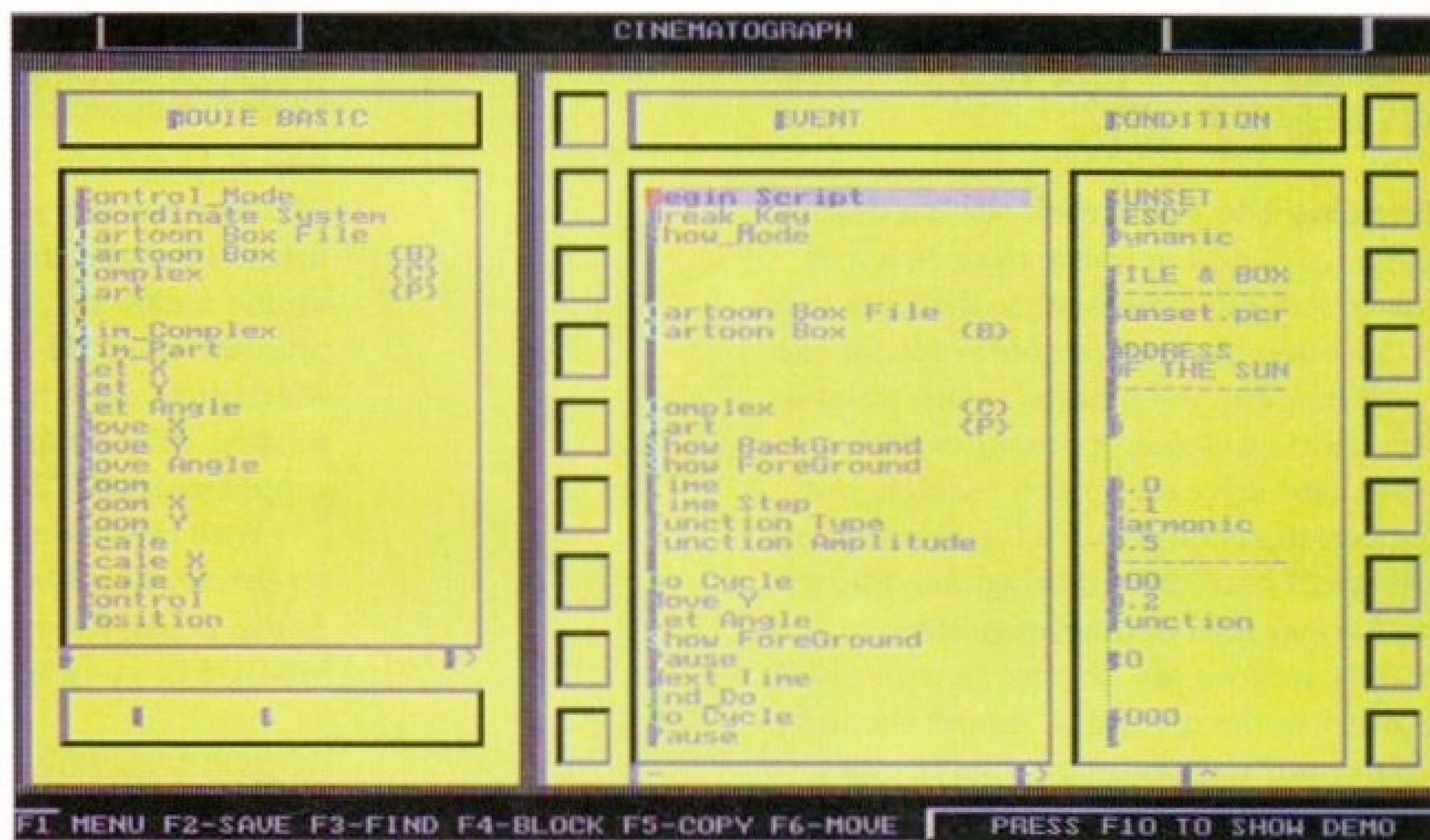
PC-Task offers something different, and even though at first the package begs the question "Why bother?", *PC-Task's* minimalistic approach to emulation does have a few things going for it. Probably the first thing you'll notice if you've ever tried to use a bridgeboard is that this one works without causing domestic tragedy.

Just pop in the disk, click on the installation icon, and before you know it there's a lean, hungry, 16-bit anachronism lurking deep within your Amiga waiting for action. No need to kick the cat, throw tea-cups at the wall or swear at your neighbours (which is what happened the last time I tested a PC emulator).

When installation is over you should have a hard drive drawer with one of two versions of the program. There's one for the stock 68000-powered models and another for 68020s and over, and each has a turbo version which runs a bit faster than the ordinary versions at a cost of using up to four times as much memory.

Launch one of these programs and the *PC-Task* set-up screen appears. This offers a series of neat configuration options, and enables the user to decide how much of the Amiga's RAM to dedicate to *PC-Task*, which video mode to use, and so on.

Everything from mono MDA to SVGA 2Mb displays are catered for, though if you want anything better than standard VGA you need an AGA machine or a retargetable graphics card such as Picasso. You also have the opportunity to worry about the PC's quaint memory management by selecting the amount of



Palette problems can start to crop up on some packages. This animation program works fine, but colour cock-ups make it unusable.



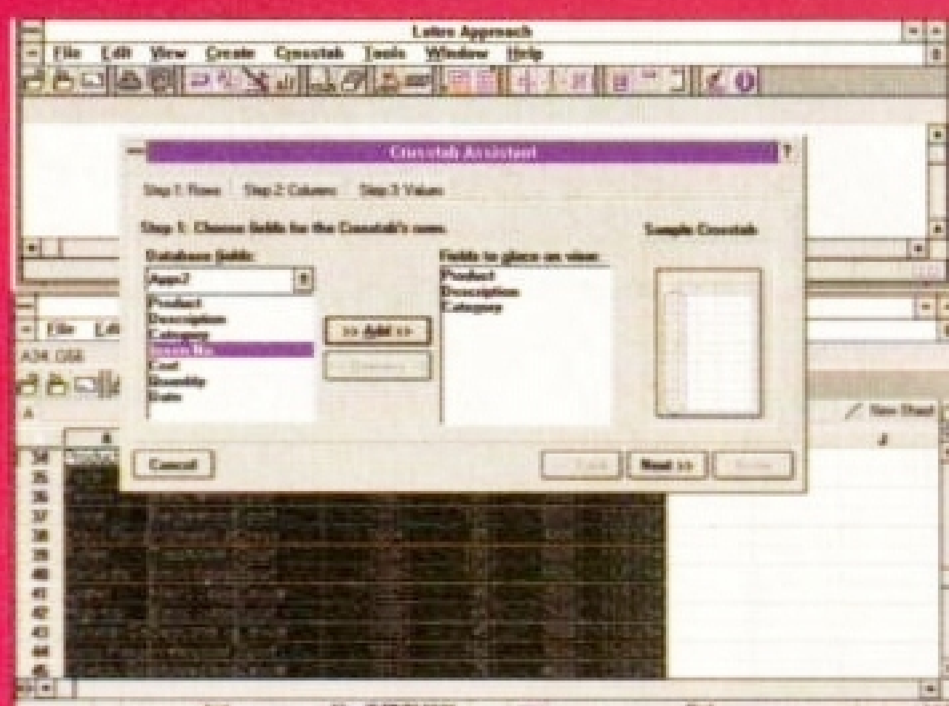
Same animation package, different screen, and the palette problems disappear. Fiddling with the video options can sometimes help.

THE COMPATIBILITY QUESTION

When you start to test programs on *PC-Task*, it becomes clear that compatibility can be a bit of a hit-and-miss affair, especially if you are restricted to the lower video modes by not having an AGA Amiga. Many packages work well, mostly those which have a basic CGA or EGA 16-colour screen, but video modes do seem to be the most common cause of crashes.

When a DOS program is designed to open, say, a 640x480 VGA screen, some work and some don't. Fiddling with the advanced screen options can cure some of these problems, though, and I was fairly content with *PC-Task's* overall compatibility. The author, Chris Hames, also claims *Windows* compatibility, but any PC owner will tell you that running 16-bit *Windows* in Real mode is tantamount to masochism.

With a 486, 8Mb RAM, and fast video card, the PC's operating system does stumble into some semblance of activity, but on anything else it just crawls pitifully. If you insist, then try using *PC-Task* with *Windows*, but don't say that you weren't warned.



You can use big packages such as *Lotus 1-2-3* with *PC-Task*, but they'll run slowly.

A far better use for *PC-Task* is to access the huge pool of commercial and Shareware PC software, much of which performs perfectly well on a 286 and which can be found on Bulletin Boards or at silly prices because the PC world has gone *Windows* mad.

Big DOS packages such as *Word Perfect* or *Lotus 1-2-3* run slowly, and I wouldn't try them without a dedicated MS-DOS partition, but if you use these at work or college (as millions still do) then buying *PC-Task* is preferable to lugging a PC home every night.

Games are a bit more problematic – don't expect to run *Doom* or any other 256-colour extravaganza because most modern games need a 386. The video disparity alone would render them useless before we even consider what *Doom* would be like on a 286. Older DOS-based PC games such as *Railroad Tycoon* are much more likely to work, though, particularly those which need no more than CGA or EGA graphics.



It's good, but don't expect to be able to play *Doom* with *PC-Task*.

accomplish, but the downside is that the virtual partition runs very slowly, at more or less floppy disk speed.

Setting up a partition is much better, but involves reformatting a complete hard drive. If you have a spare 40Mb drive kicking around or you don't mind backing everything up and starting from scratch, then take the partition route. With a hard drive running at full speed, *PC-Task* is much more of a PC than when it depends on a sluggish disk file.

Creating the hard disk file is a simple matter of choosing where to store it and how much space you want to dedicate to it. *PC-Task* then formats the file ready for use.

Either way, the manual at this point is a bit short on detail. It describes the easy-peasy hard drive set-up well enough, but neglects to say until much later that unless the virtual hard drive is called *hardfile0* you can't access it from the Amiga side. Luckily, you can just change its name, add an entry to the mountlist, mount the little beggar, and start swapping files between the Amiga and *PC-Task* with ease.

If you have the MessyFileSystem, Workbench 2.1/3.0, or any of the other PC floppy-reading systems, you can use PC0: as your floppy device, but *PC-Task* has its own PC floppy emulation and allows for two drives. High-density floppies such as those on the A4000 and the Power Computing unit kick in as MS-DOS 1.44Mb drives, which gives users much better access to modern PC software, all of which is supplied on HD floppies.

With everything out of the way, click on the Start button and *PC-Task* launches. At this point, you have to install a copy of MS-DOS or use a bootable PC floppy.

Here's what *Microsoft Diagnostics* makes of *PC-Task*, and it seems perfectly happy to state that it's running on a 286 PC.

File Utilities Help

Computer...	Unknown/Unknown 80286	Disk Drives...	A: C:
Memory...	640K	LPT Ports...	1
Video...	EGA, Unknown	COM Ports...	1
Network...	No Network	IRQ Status...	
OS Version...	MS-DOS Version 5.00	TSR Programs...	
Mouse...	Not Detected	Device Drivers...	
Other Adapters...			

Installing DOS is easy enough, but be warned that it takes up some of that precious space on your hardfile.

PC-Task is a fine effort at a difficult job, and one which seems less appealing as the years go on. For those who use PC DOS software at work or college, the prospect of using the same at home, even if on a much slower system, makes *PC-Task* a good choice at its present price. For those who think they can buy a couple of disks and turn an Amiga into a 486, forget it. AF



Older games, such as *Railroad Tycoon*, seem happy to run on *PC-Task's* EGA 16-colour mode, but you're stuck with PC internal speaker sounds.

PC-TASK 3

DISTRIBUTOR
Meridian 0181 543 3500

PRICE
£79.95

SYSTEM REQUIREMENTS
WB2 or better recommended.

SPEED ●●
Slow even on faster Amigas. *PC-Task* is, after all, designed to emulate a 286 (the PC equivalent of an A500).

MANUAL ●●●●
Clear and simple enough, though it leaves some things up to the readers to figure out for themselves.

ACCESSIBILITY ●●●
Options are easy enough to set up, but you'll have to be comfortable with messing around with hard drives.

FEATURES ●●●
Some decent DOS utilities and access to Amiga CD-ROM drives as well as HD floppies and hard drives.

VALUE ●●●
Cheaper than a PC, but only for those with specific MS-DOS requirements and CGA/EGA displays in mind.

"For access to loads of DOS Shareware and old commercial packages, PC-Task is a low-cost solution."

70%



Buy *Photogenics 1.2* and become empowered – well, sort of. This image shows the program's powerful features in action.

Photogenics 1.2

Has the best low-cost image processor just become even better? Graeme Sandiford tries to find out...

One of the success stories of last year, *Photogenics* changed the face of image processing and gave the many Amiga users who couldn't afford *ImageFX* or *ADPro* the chance to try their hand at this exciting area of graphics.

Since you've all probably tried this excellent package out for yourselves on the *AF69* Coverdisk, this review will only cover the new features, but as well as the new additions, *Photogenics* has been tweaked to make it faster, and many of the existing tools have been given extra options.

One of the completely new tools is the Warper, used to create all manner of whacky distortion effects. It works on a limited area, defined by an ellipsoid, and you can set the set the degree by which pixels will be warped and twirled.

Another new tool is Transparency Gradient, which gives *Photogenics* similar transparency options to *TV Paint*, if not quite as flexible. Different areas of a filled tool, such as the polygon or square, are given different levels of transparency, and these levels limit the effectiveness of the paint mode that's being applied. Because it's based on a gradient, the changes are very smooth and subtle. You could do the job with alpha channels, but Transparency Gradient is easier and quicker to use, and can actually be used in conjunction with the alpha channel. It also has lots more potential for future development.

The Smear tool, which first appeared in version 1.1, is particularly useful because it can be used with either scanned images or hand-drawn ones. You can smear paint around the screen as if it were still wet, and depending on the brush you use it with, it can smooth areas or distort them.

A neat little feature that I almost over-looked is Auto-adjust levels. This adjusts an image's contrast in order to bring out as much detail as possible.

New paint modes are an obvious addition – we now have BasRelief, Crosshatch, Dither, Gamma, Jitter, Mirage, Refract, RubEmboss, Split and Stellate. On top of the new modes, a number of options have been added to the existing ones and a few have been combined.

Some of the most useful modifications lurk in the Savers list. You can now display images on most 24-bit cards and those with the Cybergraphics system can display a new 16-bit hi-colour. Images will load through the ProGrab 24RT digitiser. Non-AGA Amiga-owners will benefit from support for HAM6 and a 16-colour display.

Photogenics is now a great deal better – the only drawback is the £15 registered users must pay for the upgrade. Still, you can't afford to miss out. It's getting harder to imagine what else *Photogenics Pro* could add when it arrives later this year.





Poor old Kylie, she's just had her face distorted by *Photogenics 1.2*'s Warping tool.

PHOTOGENICS 1.2

DISTRIBUTOR
Almathera 0181 687 0040

PRICE
£59.95
(Upgrade from old versions £15)

SYSTEM REQUIREMENTS
WB 3.0, 2Mb RAM and a 68020 processor or better.

SPEED ●●●●●
I don't how they do it, but the program just gets faster and faster.

MANUAL ●●●●
The manual is now larger and goes into a lot more detail.

ACCESSIBILITY ●●●●
Excellent – there are few image processors that are this easy to use.

FEATURES ●●●●●
Even more features and supported file formats than the previous versions.

VALUE ●●●●●
If you haven't got your Switch card out already, do so and call Almathera immediately.

"Pound for pound, this is comfortably the best image processor around."

93%

SoftWood Software *will go down in history, the best there's been... for ages.*

The way we all communicate today has gradually evolved from early cave paintings by Prehistoric man, through Egyptian Hieroglyphics and eventually on to a method of symbols representing both letters and numbers. Early inscriptions in stone gave way to clay tablets, papyrus, parchment and ultimately paper, and the Greek alphabet became the basis of most of today's languages.

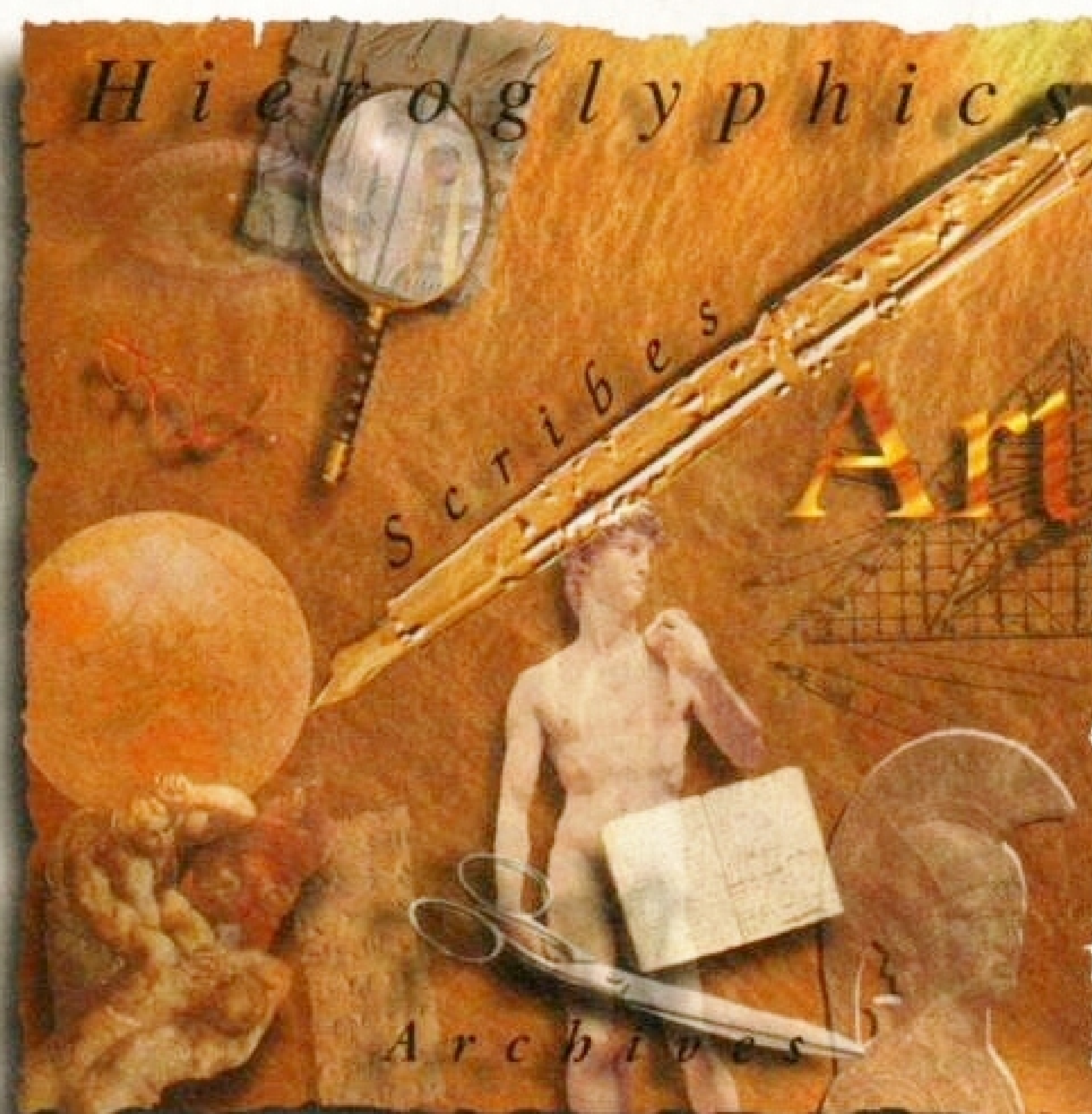
Books were created by hand until the mid 15th century when crude printing processes were first introduced. Albeit with continual refinements, printing methods have, until very recently, remained the only way to distribute the written word and hence a host of information throughout the world.

The biggest leap forward has been achieved in the last ten years!

Through the adoption of computer generated text as a new standard, complicated layouts and designs can now be generated and printed at the touch of a few keys right on your desktop. And it doesn't stop there. Archiving and record keeping works hand in hand with these new methods of processing text and allows far faster data retrieval than ever before. This latest technology has not just revolutionised the world of print, but has opened the floodgates to an explosion in communication possibilities throughout the world.

At SoftWood, our constant aim is to bring ***you*** *these powerful, up to date technologies with the best possible software for your specification of Amiga.*

Our word processing packages have repeatedly won the favours of magazine reviewers, who have awarded SoftWood products their highest accolades, all over the world. We are continually updating and improving those products and adding new ones, such as Final Data™, and soon, Final Calc™ to our range. Our efforts are bringing the revolution into your home or office... and onto your Amiga.





Word Processing/Publishing...

Whatever specification Amiga you own, SoftWood have the perfect solution for your requirements. ***Final Copy II™ Release 2*** is at the peak of achievement when running a floppy based Amiga configuration, whilst ***Final Writer™ Release 3*** is the only hard drive compulsory Amiga word processor - it leaps a stage ahead and doesn't make any compromises to be floppy disk compatible. Whichever you choose, you'll be assured of the latest in WYSIWYG technology and reap the benefits of still unsurpassed, easy to use, Amiga software from SoftWood.

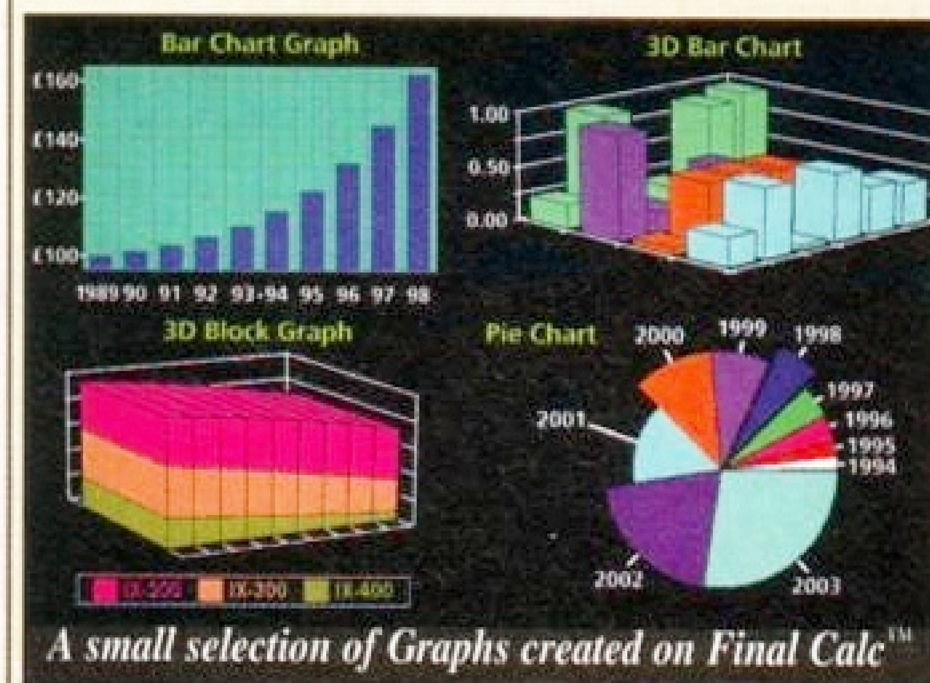
Our new Database...

Final Data™, is designed in the true SoftWood tradition and brings you a program that is not only extremely powerful, but also very easy to use. Indeed, you can learn to set up your ***Final Data™*** database, enter your information and print the results in a matter of minutes... not hours. You'll soon be generating all kinds of reports and label print runs to suit your kind of work.

LATEST NEWS from SoftWood... Final Calc™

Final Calc™ is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, ***Final Calc™*** is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

Final Calc™ is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



A small selection of Graphs created on Final Calc™

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- C.I.S., France +33 57 89 11 40
- Karlberg & Karlberg, Sweden +46 46 47450
- Amiga Oberland, Germany +49 6173 65001

Not all SoftWood programs are available in each language - please check with your distributor.)

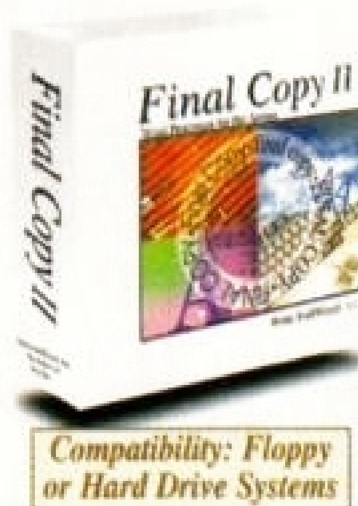


SoftWood Products Europe, New Street, Alfreton, Derbyshire. DE55 7BP. Telephone: 01 773 521606 Facsimile: 01 773 831040

bringing the revolution into your home or office... and onto your Amiga.

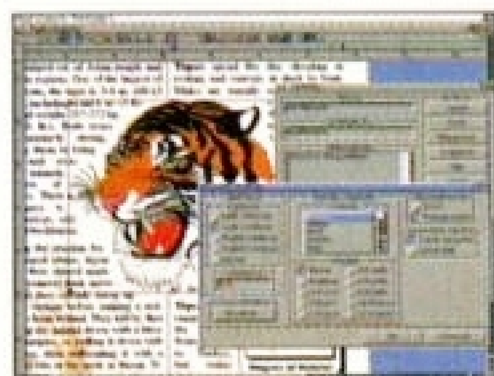
Final Copy II™

Release 2

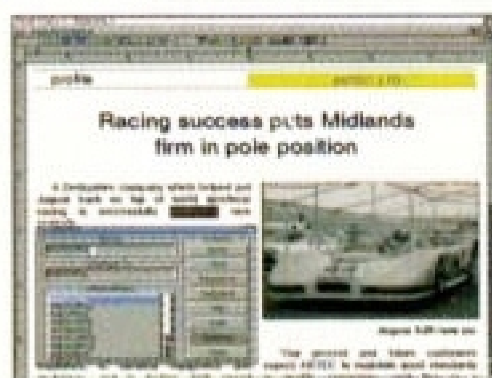


Compatibility: Floppy or Hard Drive Systems

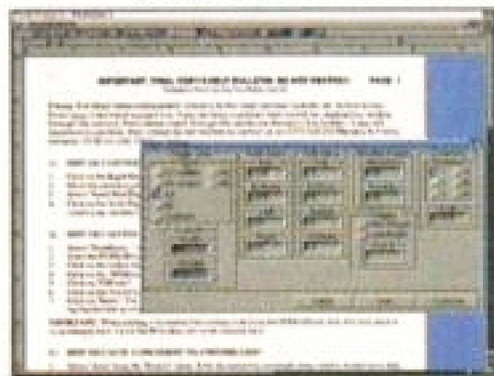
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II*** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



Final Copy II is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally only associated with expensive Desk Top Publishing packages... always easy to achieve, without the fuss!



Unique features such as **FastDraw**™ on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print**™ (an advanced system that enables you to print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that ***Final Copy II*** is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even print text over graphics and the output is always of the highest quality. ***Final Copy II*** offers the perfect balance between word processing and more advanced page layout creation - in one great program.



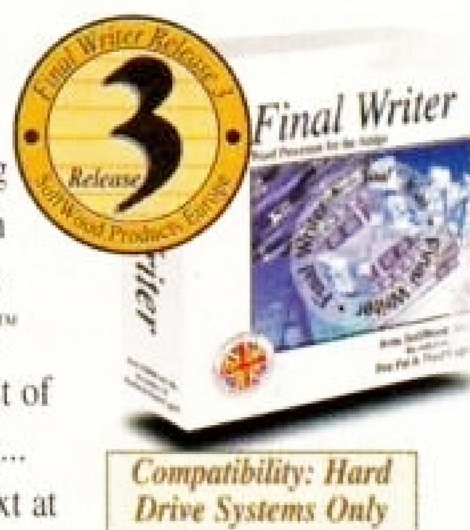
Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

Final Copy II requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

Foreign Dictionaries Now Available

Final Writer™

Release 3

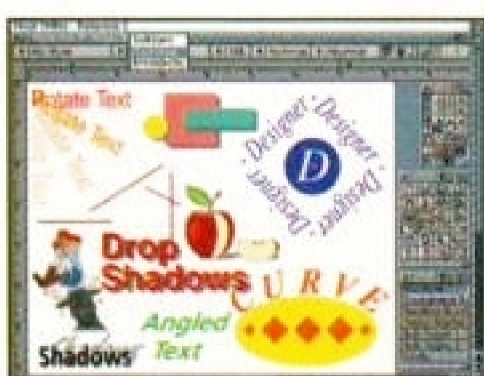


Compatibility: Hard Drive Systems Only

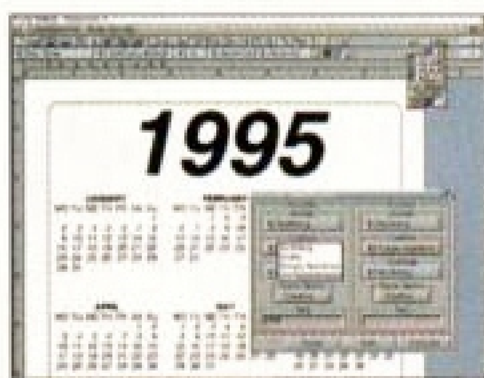
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus**™ allowing more versatile on screen drawing tools which include options like rotation.

Final Writer can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop text, spelling while you type, dictionary hyphenation, foreign language dictionaries (German, French and Norwegian), auto save, polygon graphics irregular shape generation, plus lots more. ***Release 3*** takes your Amiga further than ever before!



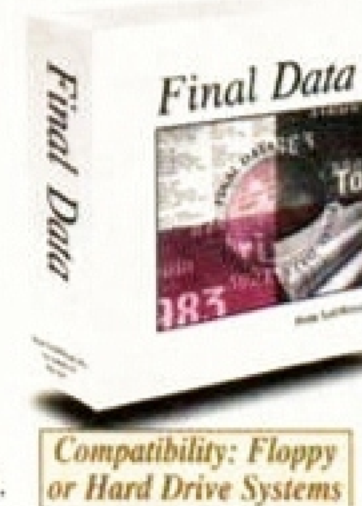
Amiga word publishing power, only ***£74.95*** *inc. p&p.*

Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

Final Writer Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

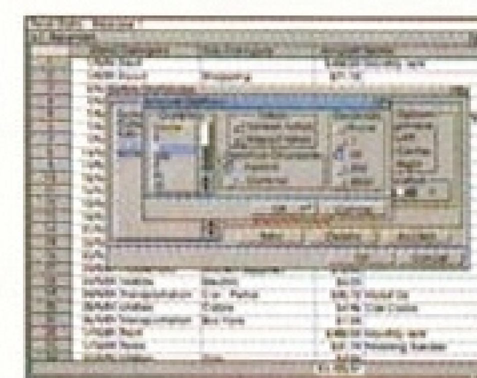
Final Data™

New Release 2



Compatibility: Floppy or Hard Drive Systems

Final Data has been developed to be by far the EASIEST TO USE Database for your Amiga. To set up a ***Final Data*** database, you won't be confronted by an array of unfamiliar commands... simply define a column for each category of information you want to keep eg. first name, surname, house name/number, street, town, county, postal code, phone number etc. (Incidentally, you can add or remove columns at any stage). Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can be adjusted by dragging their borders with the mouse. Data is then entered into "cells" (***Final Data*** even detects entries of invalid dates etc. and displays an alert message). Screen totals are available as options on all amounts/calculations (numbers can also be formatted with currency signs and commas).



Final Data even has built-in routines for label printing and you can always utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data*** does the rest automatically. You can also access any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as standard ASCII files found in many other programs. Above all you'll be able to start using ***Final Data*** immediately.

New Release 2 adds features that now allow you to...

- **Select Multiple Rows/Columns** that aren't adjacent to one another
- Call up a comprehensive **Database Query Requester** which lets you define a complex search criteria
- Access **Sub Lists** to display rows which have been located by a query or manually selected and then print or save them
- Open a window in which you type information to use as a **Memo**
- Create a database with **Running Calculation Columns** (for using like a current account statement with credits against debits etc.) and
- Refined use of many other ***Final Data*** functions too.

In a recent CU Amiga Magazine, the editorial read "...the majority of Amiga users sitting at home wondering what practical use they can put their computers to should rush out and get Final Data immediately".

An easy to use yet extremely powerful method for keeping all your records in order... at only ***£39.95*** *inc. p&p.*

Final Data Rel 2 requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.

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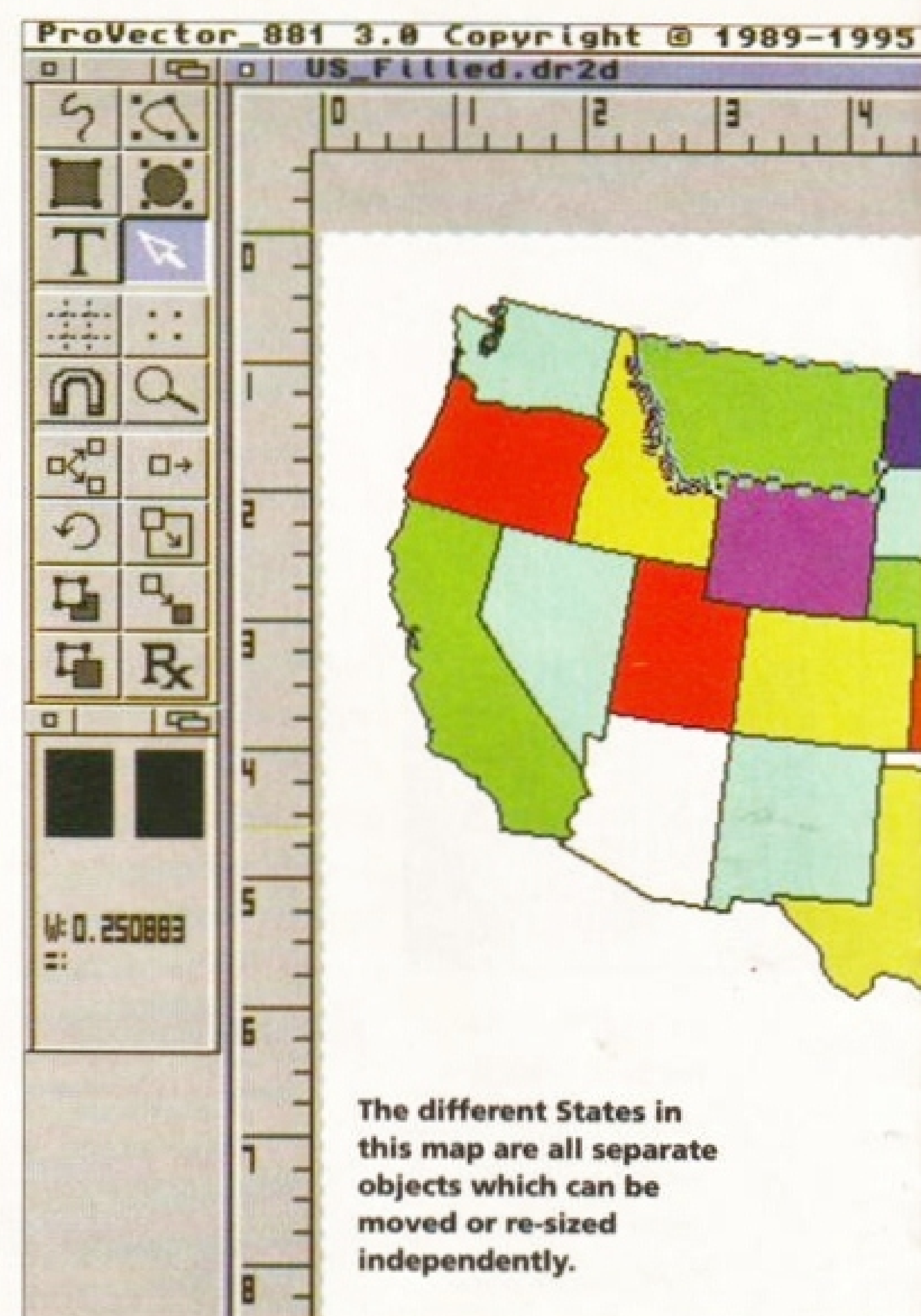


SoftWood Direct

amf



These beat-em-up characters are all the same – perform a flying kick first, and ask questions later. Anyway, this chap is about to be turned into a vector-based image with *Pro-Pak's StylusTracer* – that'll learn 'im.



The different States in this map are all separate objects which can be moved or re-sized independently.

Pro-Pak

If you're asking yourself what a *Pro-Pak* might be, it's actually the structured drawing program *ProVector* bundled with several handy little utilities for dealing with vector images. Graeme Sandiford can tell you more...

You can't beat a paint package for creating images – just slosh on the 'paint', and you're away. But if you make mistakes, or want to change an image at a later date, then you've had it. Even changing the size of your picture can be a problem – bitmap images sometimes distort badly and often become blocky-looking, which limits an image's usefulness in DTP designs.

So how do you get around this frustrating limitation? Probably the best answer is a vector-based drawing program, which is what *ProVector* is. The main difference between bitmap and vector programs is the way in which they store and represent the image on the screen.

Paint programs just store the whole screen as pixels of different colours, but vector programs store their data as vectors, which are a geometrical description of a shape and the relationship between the points that make up a shape.

The result is that shapes can be transformed and scaled without any loss in quality and, no matter how closely you zoom in, the lines and shapes always remain smooth. The vector method also has the advantage of treating the things you draw as either individual objects or groups of objects, which means that any object can be singled out and modified at any time.

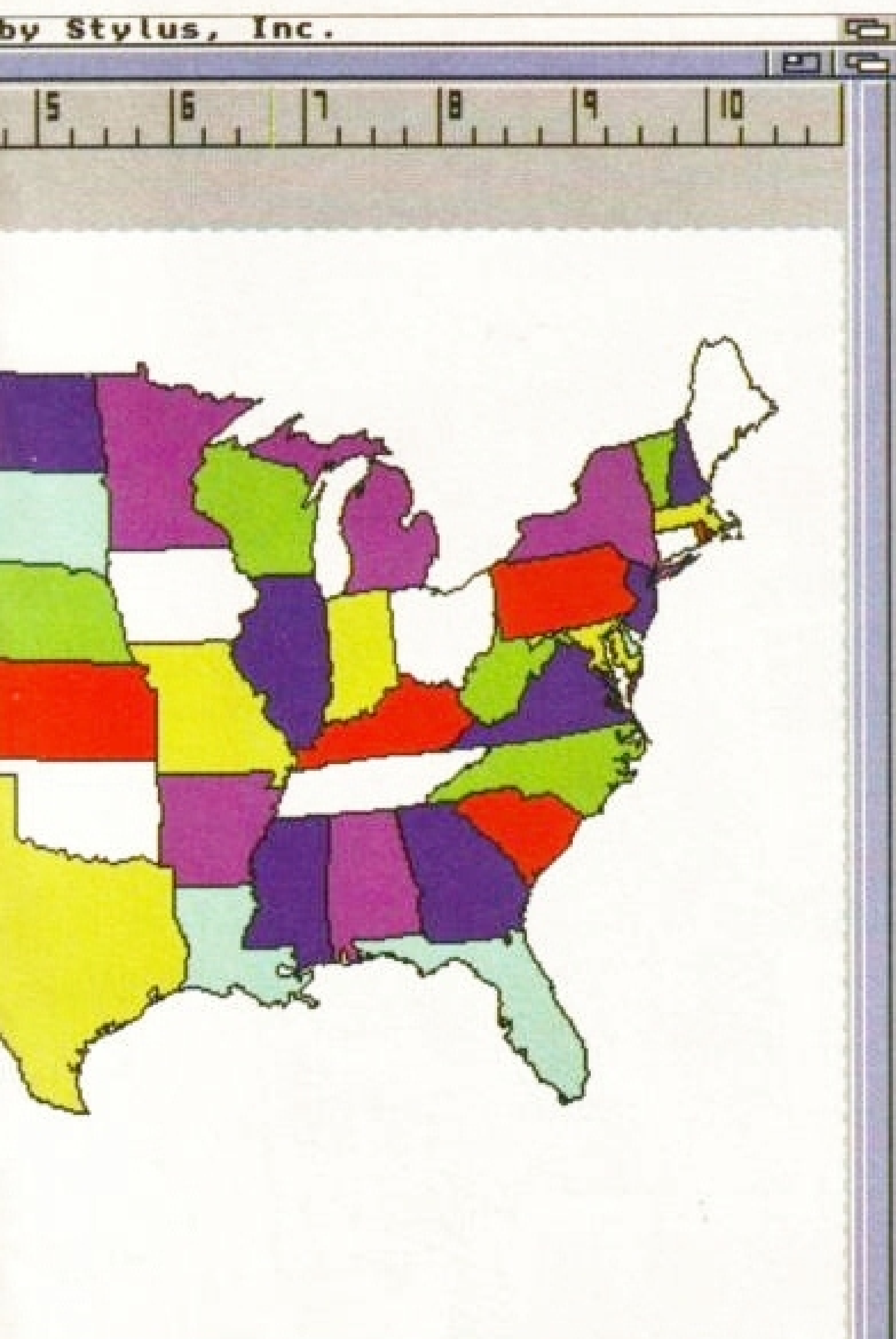
ProVector is not new, but it's now available for the first time in this suite of programs called collectively *Pro-Pak* – it comprises *ProVector 3, StylusTracer, PSImport* and *RexxRequest*. Between these programs, you should have everything you need to create Vector-based images and convert from PostScript and bitmap images.

The nerve centre is *ProVector*, which links to the other programs by means of ARexx. Obviously enough, *ProVector* is primarily for drawing images and it has a relatively straightforward interface that looks like a cross between a paint package and a DTP program.

A project window displays the page you'll be drawing on, with vertical and horizontal rulers, while a floating toolbox offers tools for doing three different things to objects: creating, manipulating and modifying them. Clearly a creating tool simply creates an object, but the difference between a manipulation tool and a modifying tool is that modifying involves physically changing an object, whereas manipulating an object just changes its position or orientation.

The main creation tools are Freehand, Straight-Curve, Rectangle, Ellipse and Text. The Freehand tool works in much the same way as its paint-package counterpart – scrawl away and a line appears – but since it's a vector line, it can be adjusted by moving its points.

Straight-Curve is the most useful: it draws continuous lines that are a combination of straight and curved parts – you simply click and hold to get a curve rather than a straight line. The Ellipse and Rectangle draw what you'd expect, though if you shift-click on the tool icons, as with most of the tools, extra options appear.




This image of an eye uses gradients to create shapes that fade away to the background colour smoothly.

The Rectangle can be used to draw regular polygons by inputting a number of sides, while the Ellipse tool can be modified to create circles, arcs and wedges.

The main modification tools work on an object's points. To modify a point, you first select the object and then double-click on the point, which brings up a list of possible modifications. The options are Move, Add Before, Add After, Delete, Make Curve and Adjust. These are pretty self-explanatory except for Make Curve, which turns a point into a curve by adding a point either side.

The manipulation tools include the usual features for scaling, rotating and moving objects as well as a cloning tool which can make copies of an object. There are also tools for moving objects forward or backward in their current layer, so that they can overlap, or be placed behind, other objects.

As well as tools, there are other functions available from pull-down menus. It is possible to group objects together so that they can moved and re-sized as one.



This simple image illustrates *ProVector's* ability to align text along a path.

An object can be broken down into paths or lines which can be manipulated individually, which can be handy for text effects – type in your text, then break up the letters and mess around with them. Text can also be aligned to paths to give you lines of words that squiggle or run round the edge of an object.

You can distort an object by warping it, skewing it, or changing its perspective. Objects can even be mirrored, or morphed using the Blend tool to generate a series of objects that change in shape. The program also retains a high level of compatibility, since it can export images in EPS and Adobe's *Illustrator* format.

Enough of ProVector – the *Pro-Pak* also includes *StylusTracer*. This program's function is to convert bitmap images to a vector format that can be read by *ProVector*, and it does this very successfully. It also has image processing features to help make the tracing process as accurate and easy as possible, including colour re-mapping, a variety of blurs, scaling tools and even some painting tools.

Of the other two useful tools, *PSImport* is used to convert PostScript images and fonts into a format that can be read by *ProVector*. This opens up a wide resource of clip-art from different systems such as PC and Mac. *RexxRequest* is an excellent ARexx tool that enables you to create windows and gadgets for your ARexx programs.

All in all, this is a mightily impressive collection of illustration tools and could be of benefit to casual users and professionals alike. Although it may be the most fully featured vector drawing program on the Amiga, it is far from cheap and would benefit from a price-reduction.

PRO-PAK

DISTRIBUTOR
Emerald Creative Technology
0181 715 8866

PRICE
£199.95

SYSTEM REQUIREMENTS
2Mb RAM recommended.

SPEED ●●●●
Most of the programs are very fast considering the complicated calculations they have to perform.

MANUAL ●●●●
Logically structured and well-written, though more tutorials would be good.

ACCESSIBILITY ●●●●
All the programs have good interfaces, although *StylusTracer* can be a little confusing at first.

FEATURES ●●●●●
This is without doubt the most feature-laden structured drawing program (or suite of programs) available for the Amiga.

VALUE ●●●●
Although this is cheap by Mac or PC standards, a drop of about £50 wouldn't do the program any harm.

"At last, a program to rival Freehand and Illustrator on the Apple Mac."

89%

The **essential** magazine for Amiga enthusiasts

AMIGA SHOPPER



Scanners

Importing images for use in your documents is a great way of livening up your DTP and there's a scanner to suit every pocket. This month's Supertest covers the whole spectrum from hand-held to flatbed. Which one suits you?
Our resident DTP expert, Larry Hickmott, puts them all through their paces and gives you the information you need to make an informed purchase. It's scan-tastic!







The **Amiga** reborn



Amiga Shopper found out what lies in store for the Amiga at Escom's recent press conference.



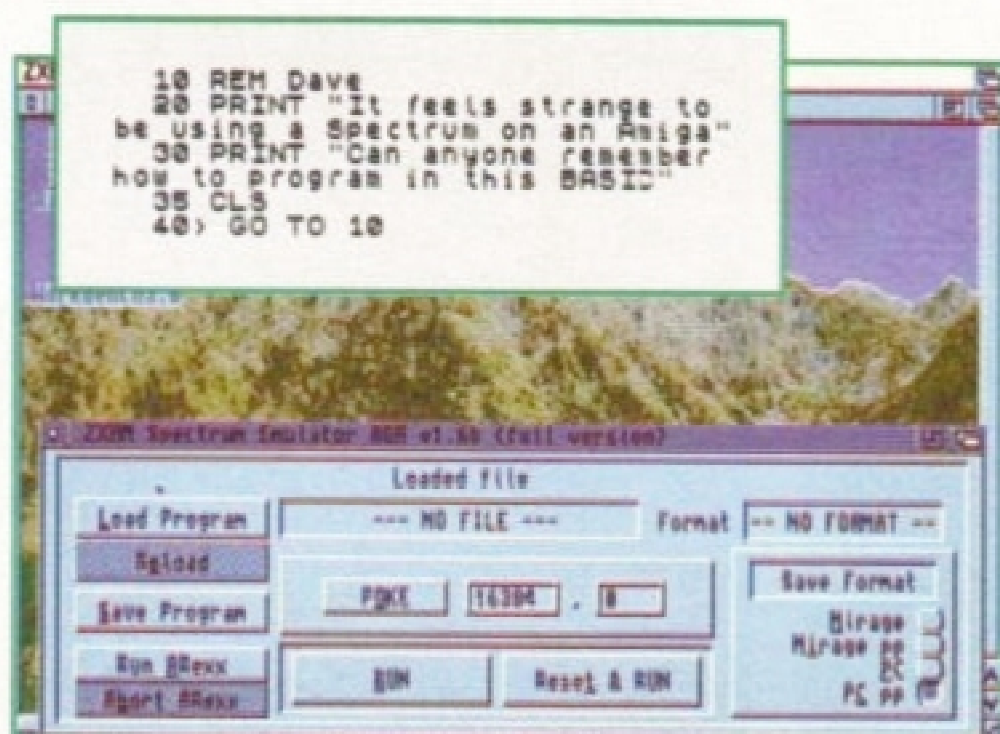
AS follows up the story of Escom's purchase of Commodore, finding out what they have in store for the future of the Amiga. Their exciting plans are unveiled with specifications for new models and the aim of re-launching the Escom Amiga as the platform for multimedia. Everything you wanted to know about the Amiga's future, but were too afraid to ask.

Disks

This month's disks include an exclusive demo of Ami-FileSafe, the new professional file system, as well as a huge, specially selected PD extravaganza. With a disk cataloguing program, a word processor, a file manager, dozens of utilities, 3D objects, clipart, samples and so much more, these disks bring you the cream of the crop. You'll lap it up.

Emulation

When is an Amiga not an Amiga? When it sheds its skin and turns itself into a PC, a Mac, a Spectrum... This special report looks at software emulators that enable you to run software from different platforms on your beloved Amiga. There's also information on simulating CD 32s, on Amigas with CD drives and transferring data to and from PCs and Macs. And it needn't break the bank! All the products from Public Domain to commercial are tested out to find the one that suits your needs best.



A Spectrum on your Amiga is just the beginning.

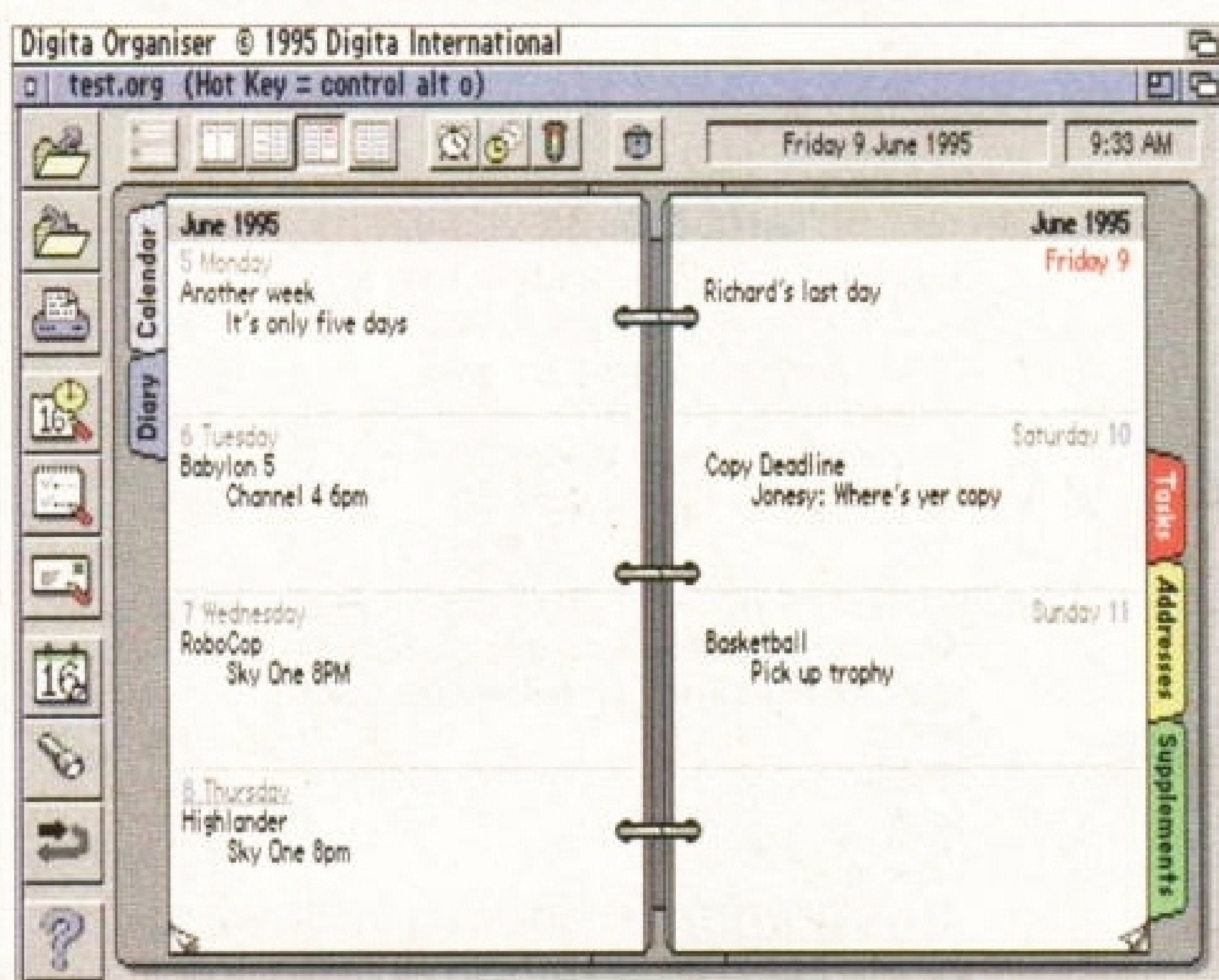
Plus Reviews

- Scala MM400 – The latest version of the world's best multimedia presentation program gets fully road-tested.
- SyncMaster – We tell you our view of Samsung's new monitor range.
- Plus! Flexi-Link, Final Data 2 and a massive 19 CDs in this month's roundup and more!

Amiga Shopper **August** issue **52** On sale **now.**

Digita Organiser

Are you clean, tidy, well-organised? Do you never forget a birthday? If so, you might not need this – but Graeme Sandiford does!



The Diary is the part of the program you'll probably use most.

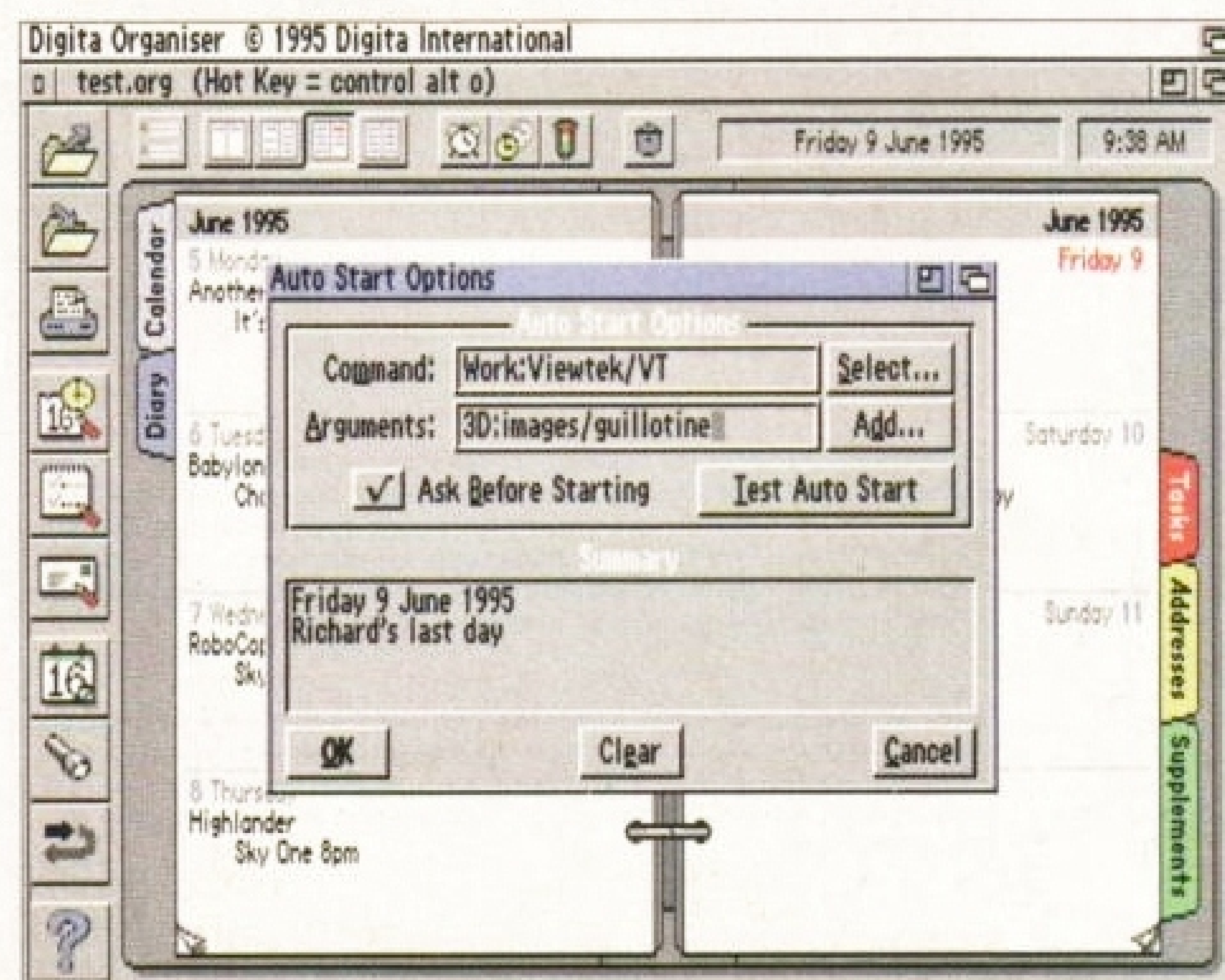
If you are anything like me, your desk, monitor and most of the available wall space will be covered with yellow Post-it notes. I can well imagine that a time-lapse recording of my desk over the course of a month would look like the growth cycle of some strange yellow fungus, as old notes steadily died away and new ones replaced them.

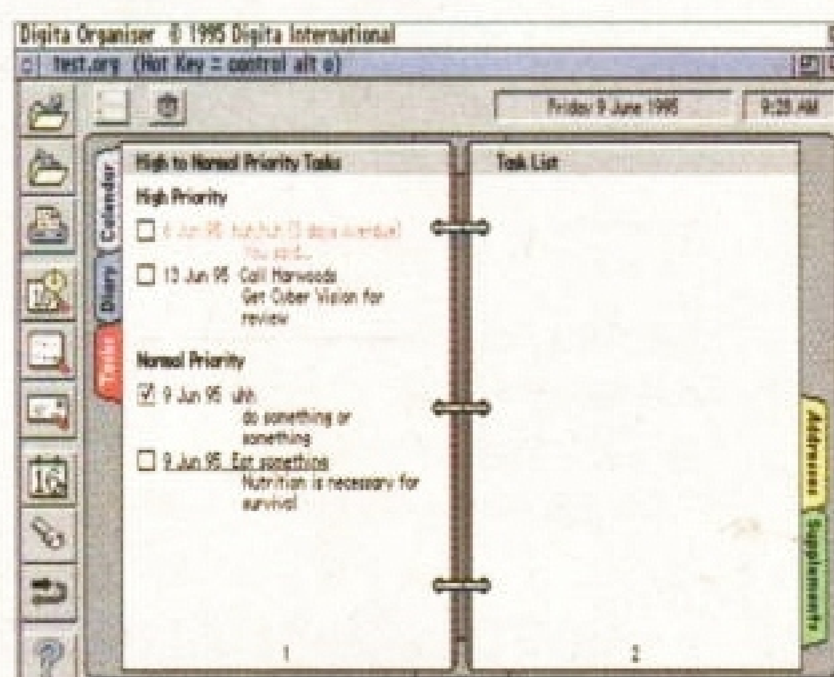
All this could soon come to an end, thanks to *Digita Organiser*. Essentially this is a digital Filofax™ but, unlike that other indispensable poseur's accessory, the electronic pocket organiser, *Organiser* is integrated with your Amiga.



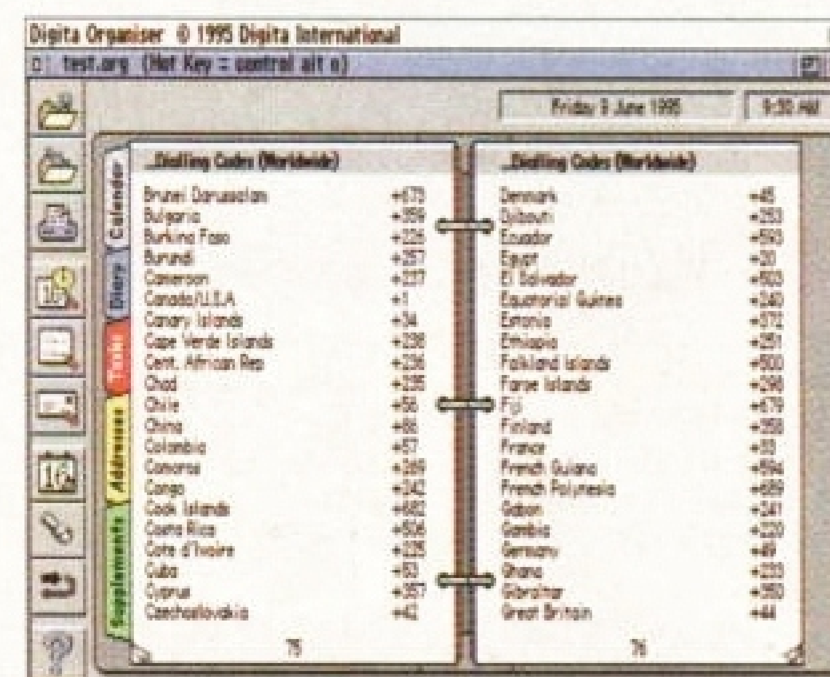
As with *Lotus Organiser* on the PC, *Organiser* models itself on the leather-bound original. Its interface is basically an on-screen representation of what Filofax™ imitators coyly call a 'personal organiser' and you move from area of the program to another by clicking on page-corners or sticking-out thumb-tabs. There are high-tech alternatives in the form of icons and menus, so whatever it is you want to do, you can usually pick from three ways of getting it done.

Events can be used to trigger external programs or commands.





The Task list is essentially a things-to-do list, and tells you off if you haven't done a job.



The Supplements section contains all sorts of information that you might find useful.

The program breaks down into five main sections: Calendar, Diary, Tasks, Addresses and Supplements. The functions of the Addresses and Calendar displays are so obvious I won't even mention them, except to say that the Calendar shows several months at a time and clicking on a date takes you to that day's Diary entry.

The Diary is where you'll spend most of your time – after all, the idea of a 'PIM' (Personal Information Manager) is to keep you up-to-date with appointments. Making an entry in your diary is as simple as clicking on the date you wish it to start. This brings up the Event Details requester, and all you have to do is type in the details of your appointment, adding a title and notes describing the event. The date can also be given one of five priority settings.

Events can be set to repeat every day, week, month or year until a specified date. You can also set an alarm, complete with on-screen reminder, to appear in advance of the event. The best feature, however, is Auto Start, which will execute a command. This could be used to start a timed back-up of your hard disk, for example.

The Tasks section is another one that is used frequently. Essentially it's a list of things to do. The entries in this list can be sorted by priority settings and can be ticked off once the task is completed. Once the date for a task has gone by it turns red if it has not been ticked off, to attract your attention.

The Supplements section is an interesting one: it's a collection of maps, conversion tables and all the other amusing but fundamentally useless sheets you can buy for your Filofax™. These are in ASCII format, so you can add your own and PD ones are bound to appear.

Organiser is useful, easy to use and has plenty of extras both practical and silly (like Digi Sense, which is a find tool, and the fortune cookies that appear every time the program is started). I've been using it for well over a month now and I'm afraid if Digita want it back they will have to send several big men with sticks to get it.

DIGITA ORGANISER

DISTRIBUTOR
Digita International 01395 270273

PRICE
£39.99

SYSTEM REQUIREMENTS
1Mb of RAM and Workbench 2+.

SPEED ●●●●●
Searches are performed quickly, as are the importing and exporting of files.

MANUAL ●●●●
Clear and quite copious. Does an excellent job of guiding you through the program's features.

ACCESSIBILITY ●●●●●
An excellent interface enables you to work the way you want to.

FEATURES ●●●●●
So many features it's like having your own secretary – well, almost.

VALUE ●●●●●
£39.99 is a small price to pay for sorting your life out.

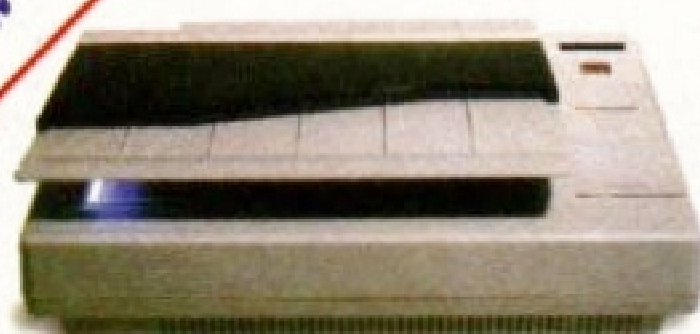
"An essential piece of software to bring organisation to all scatter-brains."

92%

•BEST SELLERS•

GASTEINER 2400DPI SCANNER

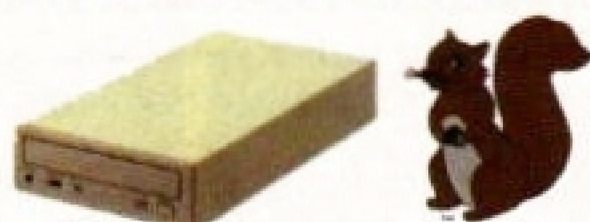
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Includes scanning Software for Amiga's.
Compatible with any Amiga/PC/Mac with a SCSI card.

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GASTEINER CD-ROM DRIVE



Double speed technology and multisession.
Full SCSI controller.
Compatible with any Amiga with a SCSI adaptor (A600/A1200 with Squirrel adaptor)
ISO9660 Red Book,
Motorised CD loading tray.
CD32 Emulation Software.
SCSI thru port for additional SCSI devices.

£189

GASTEINER EXTERNAL FLOPPY DRIVES

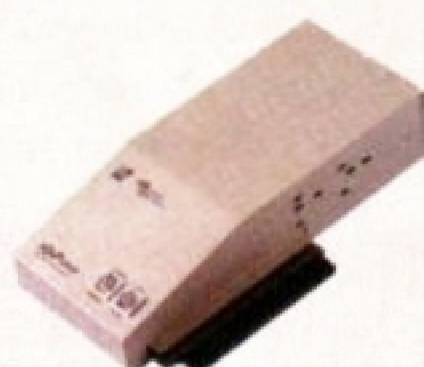
NEW



800K/Double density Media sizes.
Half height slimline design.
Built in On/Off switch.
Floppy drive thru port.

£39.95

ALFA DATA HARD DRIVE



SPECIAL OFFER
420MB £235
850MB £319

Fits into A500/500+ Side Expansion port.
A500/500+ External IDE Hard Drive unit.
Upgradable to 8Mb Fast Ram.

Bare HD case.
£99

GASTEINER INTERNAL SCSI/IDE HARD DRIVES

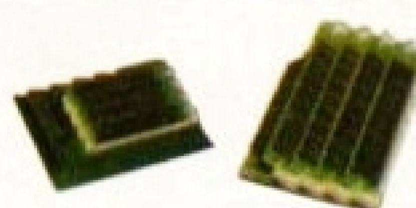
A600/A1200 DRIVES FREE FITTING



Fast IDE hard drives, 900+Kb/sec, seek 14ms ave.
Fast SCSI hard drives, 1200+Kb/sec, seek 9ms ave.
Slimline 2.5"/3.5" mechanism.
Low powered 2.5" internal A1200/A600 IDE drives.
Formatting and installation software included. (for A1200/A600)
Cables also included

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340Mb	£299			1Gb	£399
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Compatible with any SCSI card. (Squirrel with A1200)
(Oktagon 4008 with A2000-A4000)

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NEW



28800bps ITU-T V.34 Data Protocol.
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Compatible with all Amiga computers.
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Class 1 + 2 fax modes.

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30 Pin simms, suitable for A500/A600 ram cards and third party Ram/Accelerator cards.

1Mb	£27
2Mb	£89
4Mb	£109

64 PIN SIMMS

64 Pin simms, suitable for GVP ram cards and Accelerator cards.

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72 Pin simms, suitable for A4000/A1200 ram cards and Accelerator cards.

1Mb	£35
2Mb	£69
4Mb	£129
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Zip ram, suitable for A500/A500+ Alfa data hard drives, Oktagon 4008 SCSI card and the A3000.

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Lightwave

Lightwave 3.5 **is powerful and easy to use, but it can still be improved. Indeed, many of you are awaiting the delayed version 4.0. In the interim, Graeme Sandiford takes a look at two ways of improving Lightwave's features.**



'Point at' could be used by sci-fi animators who are creating scenes with tracking guns or even guided-missiles.

Motion Master I

Both these packages are collections of several handy plug-ins, so we'll take a look at the individual features of each one.

EXTRACTAUDIO

This one produces 'envelopes' from IFF samples. Why? Well, imagine you wanted to create an animation of a talking head using real samples: you would need to morph from one mouth position to another. And of course you would have to get the morph-target envelope spot-on, or the mouth would not be synchronised correctly with the sounds.

ExtractAudio reads amplitude data from samples and creates a envelope based on the information. Once saved, the envelope can be loaded in for use with any of *Lightwave*'s features that support the use of envelopes to specify their parameters.

This could include things such as an object's size, position, or rotation, or a light's intensity. As you can imagine, this opens up all sorts of possibilities: you could have a light that flashes in response to changes in sound, a ball that grows, or a dial or meter that rotates or moves.

MOUSERECORDER

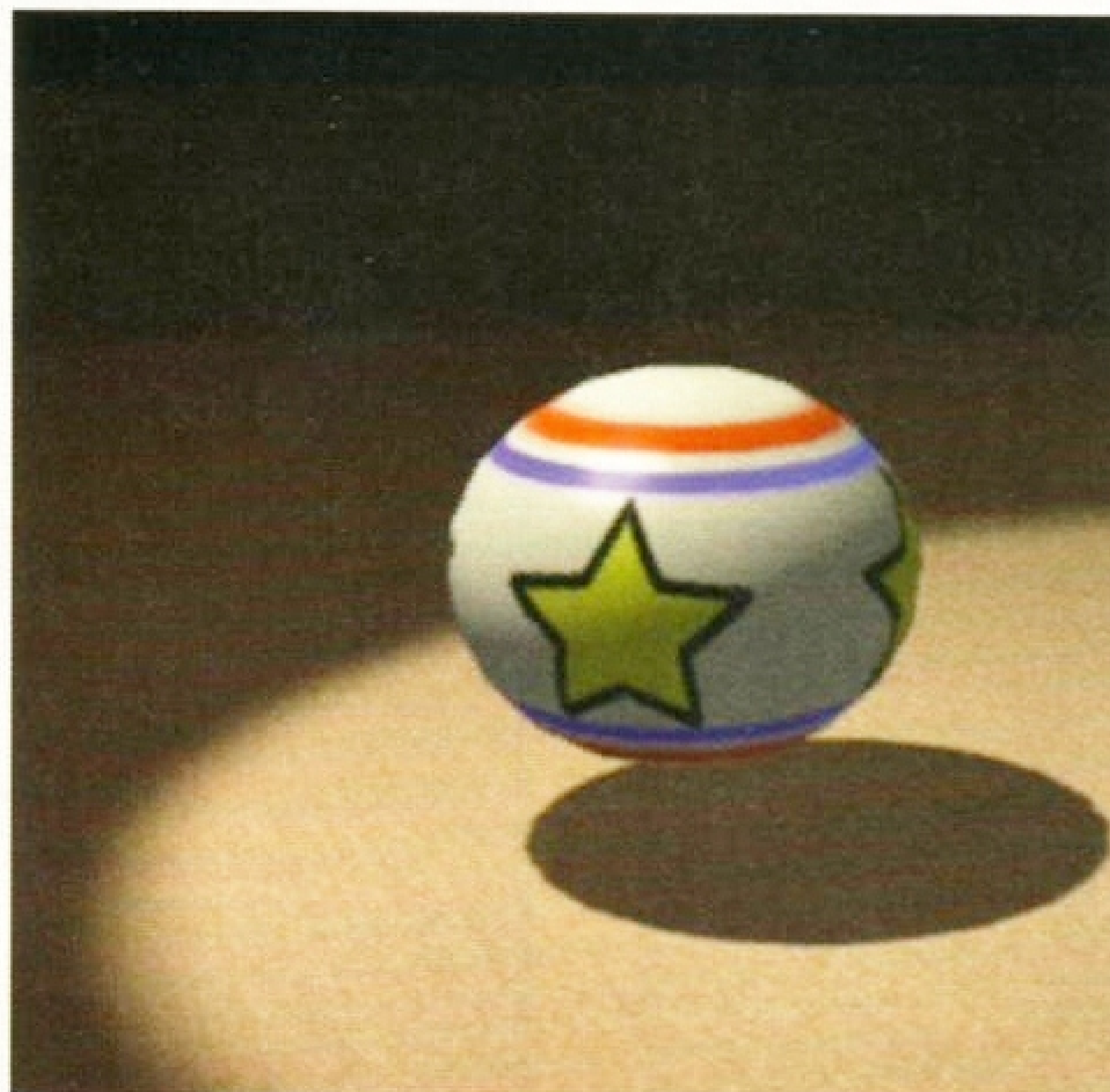
This is the smallest of the programs and performs a simple task. It records the motion you make with your mouse, but only movement on the Y axis.

This means that it isn't really suitable for choreographing complicated motions freehand, but you can create random or spasmodic fluctuations on an object's position, size and orientation.

PATHFLOCK

This little chap can load in several objects and then generate flocking motions for each one. These objects will be attracted to a certain point and will, therefore, gravitate towards it, but in doing so they will avoid crashing into other objects (if you choose that option).

The operation of this program is a little complicated and, as with most plug-ins available, it is best run simultaneously with *Lightwave*. However, it is much simpler and less labour-intensive than key-framing. The results are excellent. By varying the options (such as inter-object stiffness, spacing of the object, their speed and chaos values) you can emulate anything from a herd of animals to a cluster of heat-seeking missiles.



The ball in this animation "squishes" nicely as it hits the ground thanks to Wobbler.

TIMEMACHINE

A time-line editor for controlling multiple object morphs. Morphing is one of the most complicated of *Lightwave*'s features and is essential for creating smooth animations. *TimeMachine* is similarly complicated and has the largest area of the *MM1* manual devoted to it.

Up to 16 objects can be loaded into *TimeMachine* at one time. Each object is displayed on its own section of a grid and has its level of morphing indicated by a graph. You can add, remove and drag keyframes for each object individually. It also has extensive support for sound and you can load and play samples.

MOTION MASTER I

DISTRIBUTOR
Premier Vision 0171 721 7050

PRICE
£120

SYSTEM REQUIREMENTS
Lightwave 3.5 and loads of RAM.

SPEED ●●●●
3D animations are rarely worked out quickly, but most of the programs are pretty nifty.

MANUAL ●●●●
Well-written, with plenty of helpful tutorials and diagrams.

ACCESSIBILITY ●●●
This varies a great deal from program to program – some are a little hard to use, but most are OK.

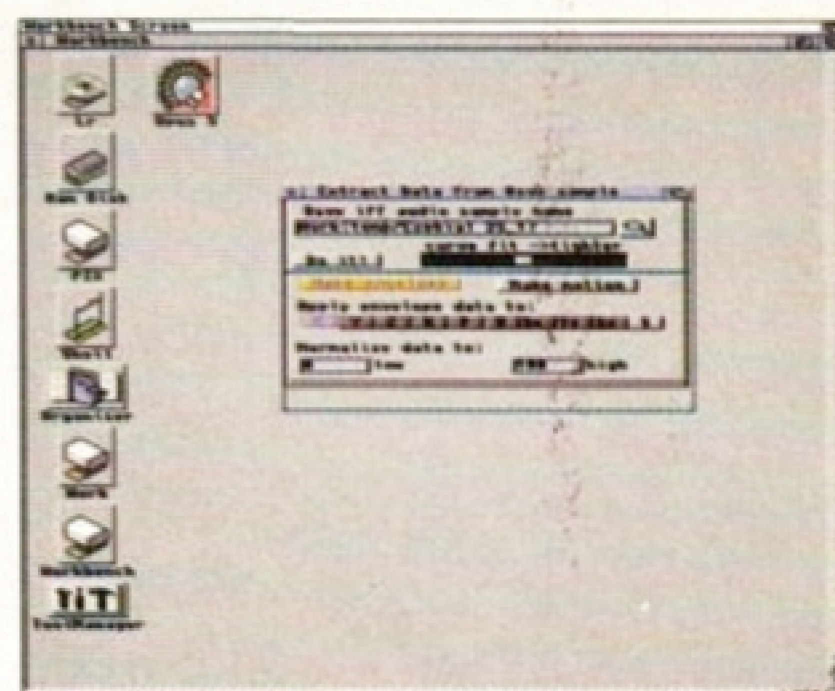
FEATURES ●●●●
There are plenty of powerful features, but they are not all particularly useful.

VALUE ●●●
A bit too expensive, when you consider that most of the programs are not going to be used frequently.

"There are some interesting programs here, but few practical ones."

75%

Plug-ins


ExtractAudio reads IFF samples and produces a *Lightwave* envelope from its fluctuations.



Motion Master II

Not just three but four little plug-ins in this collection, but again very varied.

CHILD2WORLD

One of the most frustrating problems with *Lightwave* is using parented objects. If you un-parent an object from a hierarchy, it leaps back to its original position.

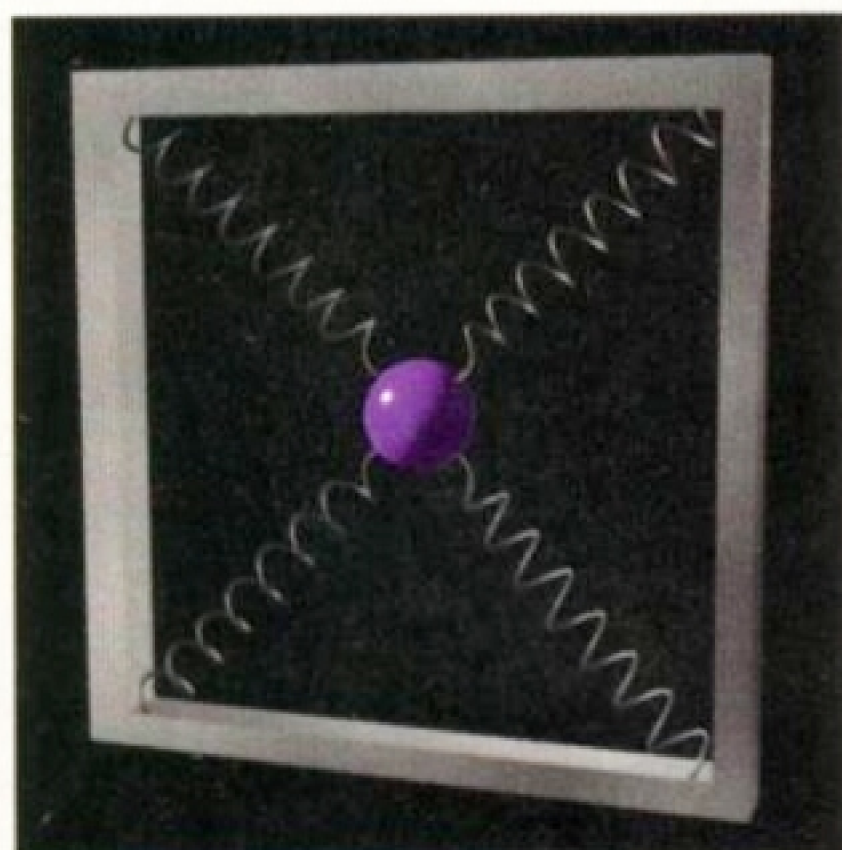
Child2World cures this by taking the positional information from the parent object and saving it to the child object. You load the parent object's and each of the child objects' motion files into the program and list the motions hierarchically. The program will create motion files for each of the objects, so they become independent of each other.

This can be particularly useful when you are trying to create a scene where most of the objects stay in a similar trajectory until a certain frame. It's a convenient tool, and although you could achieve similar functions using *Lightwave*'s 'make key-frame for object and descendants' option, this is a quick and easy way.

WOBBLER

The sole purpose here is to make your objects wobble. The idea is quite simple – input a motion and the program will output a wobbly version.

To set your 'wobbliness' you are given control over three factors: restoring force (how quickly the object springs back toward its rest position), spring damping (the force that stops the object from bouncing indefinitely) and blobbiness (which can stretch or squash an object – an obvious use is a ball squashing slightly as it rebounds from a surface). These effects can give impressive results and it's useful program to have because it adds that finishing touch to an animation.


Wobbler has been used to give the springs in this animation a bouncy spring-like motion.

POINT AT

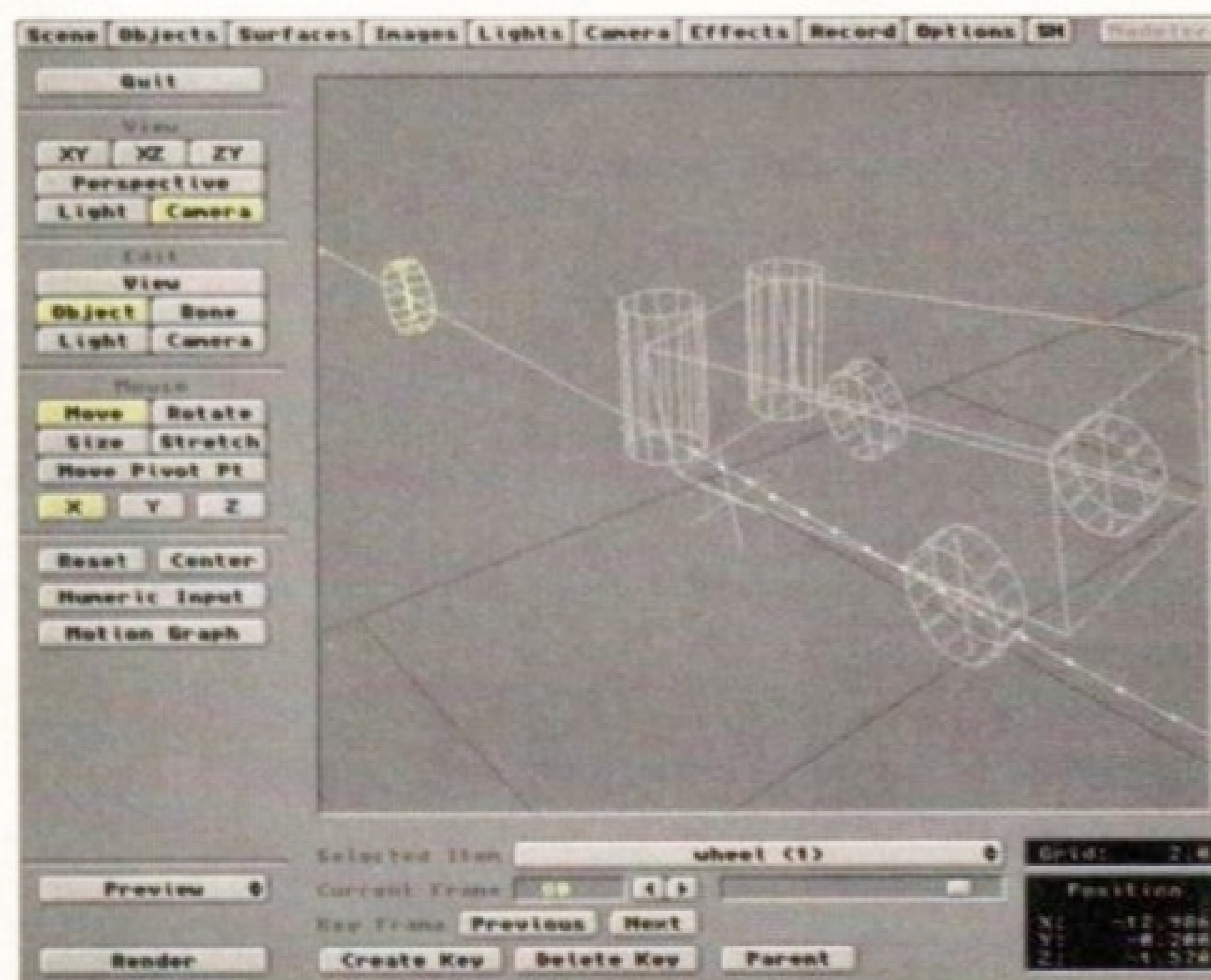
One of *Lightwave*'s best features is the ability to target an object with the camera or a light, but it's a shame you can't make one object target another object. This is where *PointAt* comes in handy – it's a relatively simple tool. All you need to do is set up your scene, set the motion path for the object that is to be targeted and then load the scene into *PointAt*. Once loaded, you can select which object will target another, and save a scene ready to render.

VOLUMECUBE

This has an interesting principle behind it – random walks. This is a way of randomly controlling a group of objects. It's an alternative to methods such as flocking, that attempt to generate natural-looking motions for several objects.

VolumeCube restricts the movements of an object to a cube-shaped area, so while the objects can move randomly, their overall movement is governed by the path of the volume. If an object comes into contact with the cube's sides it bounces off.

In summary, the collections are expensive at £120 each, but *Volume II* offers more useful tools and is the better choice.


The wheel that has been knocked off this toy car was originally parented to the car, but was given its own motion path by *Child2World*.

MOTION MASTER II

DISTRIBUTOR
Premier Vision 0171 721 7050

PRICE
£120

SYSTEM REQUIREMENTS
Lightwave 3.5 and loads of RAM.

SPEED ●●●●
As fast as you can expect programs working out complicated maths to be.

MANUAL ●●●●
Well-written, with plenty of helpful tutorials and diagrams.

ACCESSIBILITY ●●●●
Pretty much all of the programs are very easy to use.

FEATURES ●●●●●
There are plenty of powerful features and, unlike Volume I, they're all potentially useful.

VALUE ●●●●
£120 is still a bit too expensive, but the programs can enhance your animations greatly.

"A collection of useful programs that no Lightwave user should be without."

88%

Light ROM Volume 2

PDSoft ■ 01702 466933 ■ £39.99

One of the best-selling CD-ROMs this year is the *Light ROM*, a large collection of 3D files, most of which were intended for use with *LightWave*. The second volume of this collection has gone one step further towards a *LightWave*-only stance, because all the objects are stored in *LightWave*'s format, but the image-based files can still be used with any other 3D package.

One of the first things I look for in a CD is an index, because it saves a great deal of time searching for the right image. Thankfully, as with the first disc, *Light ROM 2* has an excellent index, with thumbnail images of rendered objects and textures.

One of the most interesting new additions to the collection is the 'animaps directory'. This contains several animations for mapping on to objects.

As you might expect, there is a healthy selection of spaceships and sci-fi-related objects, but that's not the only priority of this collection. There is quite a good range of objects, and you'll find plenty of buildings, humanoids, cars, planes and animals. One directory that has received a serious boost in size is the botany directory which has several highly-detailed objects.

Unfortunately, although this is quite a comprehensive collection, there are several files on this disc that also appeared on the first disc. In spite of this, there are still plenty of new objects – enough to fill up the space vacated by the objects from *Imagine* and other 3D formats that have been removed.



This BattleTech robot is fully articulated and ready to go.



"A must-have for LightWave users who don't have the first volume."

91%



This sleek sports car is just one of many vehicles on *Volume 2* of the *LightROM*.

CD-ROM Round-up

Texture Gallery

PDSoft ■ 01702 466933 ■ £39.99

If there is one thing that most 3D artists can't get enough of, it's good textures. Textures can sometimes add that finishing touch, a swift lick of extra realism, to rendered objects. And 2D artists can also benefit from a good bank of textures, which can often make good backdrops.

The *Texture Gallery* is a pack of two discs full of scanned and computer-generated textures. However, this is not quite as much of a bargain as it might first sound, since one of the discs contains the same images as the other, but in a different format. While this may give the collection a wider market, it may as well be sold as two separate discs at a lower price.

The majority of the images are scanned images of real-world surfaces such as marble, material, metals, brickwork, foliage, water and even carpet. Pretty much all of them are of a high standard and most can be tiled seamlessly. There are also several bumpmaps.

A bonus is a directory devoted to some interesting images drawn by a chap name Kevin Lude. They are extremely detailed and vary in subject from simple grid-like backgrounds to colourful abstract images.

Despite my reservations about the need for a two-disc set, even at £39.99 there are still enough high-quality images here to make this collection a worthwhile purchase for most computer artists.



This image by Kevin Lude gives a good idea of the thrust of this collection – it's not spectacular in itself, but it is ideal for video backdrops.



"A wide range of useful images at a reasonable price."

92%



This is just one of many scanned textures in the *Texture Gallery*.

Ten on Ten

Almathera ■ 0181 687 0040 ■ £39.99

There are some things in life that you instinctively know make sense, and Almathera's offer of 10 CDs for forty quid – which works out at a mere four pounds for each disc – has to be one.

The only drawback might be if you have some of the discs already, because this limited-edition package is a mixture of several older CDs and just a few new ones. Not all the data is software – there's clip-art and fonts too, for instance – but most of the stuff on the discs is PD or Shareware.

Up first is Almathera's *Comms and Networking* CD, which contains comms software, networking tools and an extensive collection of Internet tools.

Discs two and three are a couple of classics – *CDPD* volumes 1 and 2, which contain a random selection of Amiga PD and Shareware. And fourth in line is another oldie, *Demo 1*, which as you might expect is a collection demos. Some of the demos, such as anims, will played from disc, but others may need de-compacting.

Disc five is an old CDTV multimedia atlas, with facts and maps for the nations of the world, while number six brings lovers of classical literature the Illustrated Works of William Shakespeare.

Disc eight is for battle-sim fans, offering the classic *Team Yankee*, and disc nine is the *Photo Library* CD with tons of images, scanned, rendered or drawn. It also boasts a demo version of *Photogenics 1.2* and some Photo CD images.

The final disc is full of fonts and clip-art. The clip-art images are in IFF format and are black and white, and fonts are supplied in three forms – CompuGraphic, PostScript and bitmap.



You may find it hard to believe, but this man is one of the country's leading games programmers.



This excellent collection of 10 CDs also includes a demo of *Photogenics 1.2*.

"This huge collection of software really does have something for everyone."

87%

Animatic

GTI ■ +49 6171 85937 ■ £14.99

This disc of animations and viewing programs has one claim to fame – it's a multi-platform CD that can be used not only on the Amiga and the PC but also, apparently, the Mac too.

The drawback of this clever-sounding idea is that most of the animations have been produced on the PC and are, therefore, in the FLI format. Second problem is that the quality of the animations varies widely, but most are frankly crap.

The Amiga-generated animations are quite decent examples, but they are all pretty old. You'll find elderly offerings from AGATron and Eric Schwartz.

Not all of the anims are rubbish, but the poor ones outweigh the better ones quite substantially. If you are looking for an animation CD you might try the *TGV Animation* disc reviewed last issue.

This smoothly modelled socket was created with the fine but horrendously expensive *3D Studio*.



"A lot of poor and old animations with few good ones."

73%



Fortunately, this rather intimidating fellow seems quite unable to move.

Graphic Sensations

Epic ■ 01793 490988 ■ £19.99

Yes, you've guessed it, this is yet another CD-ROM filled with graphics-related software and files. Now, content is important, of course, but presentation is too, and the first things that leaps out at you when you look at this disc is that it has a rushed look and feel about it. One of the contributing factors to this is that there is no form of index. Another is that neither the still images nor animations have any icons, so you can't view them by simply double-clicking on them.

Gripes about presentation aside, you'll find that the content is standard fare – all the PD objects and textures that are doing the rounds on most 3D or graphics CD-ROMs – though a few extra GIFs and fonts have been thrown in, with a selection of viewers, too.



I bet you've seen this picture before – oh you have, you've probably seen 80% of the other images on this disc.

70%

...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-RO

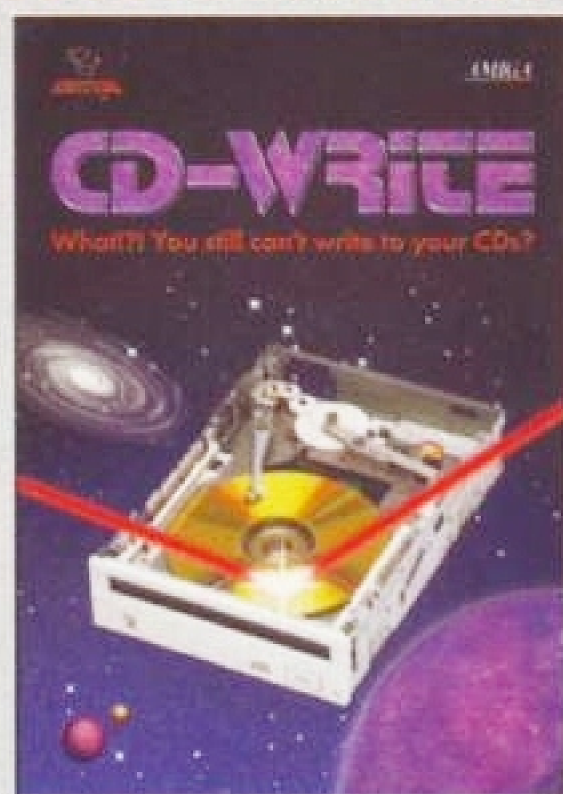
Aminet 6

Aminet CD 6, dated June 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 5 more than 540 MB new software has appeared. The current edition has a special focus on demos, more than 1800 demos from Aminet were included. User friendly access software make the Aminet CD 6 a pleasure to use. £14.95



Aminet Set 1

Aminet is the world 's largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



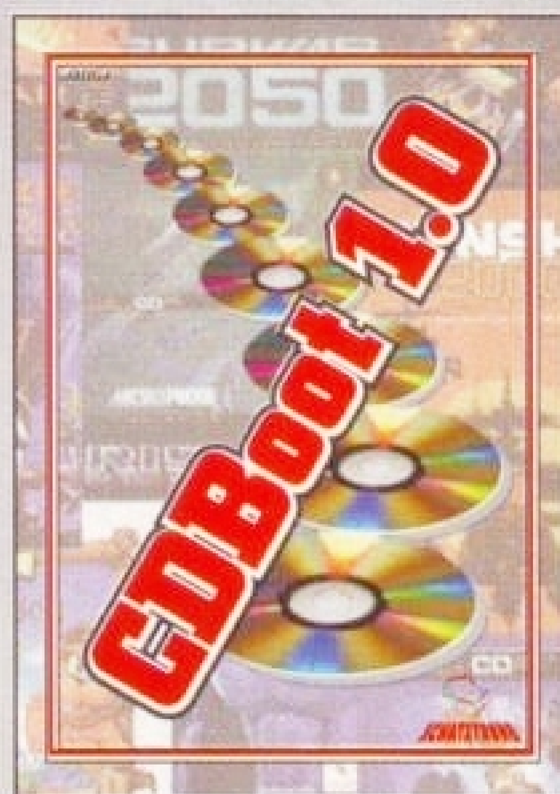
CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



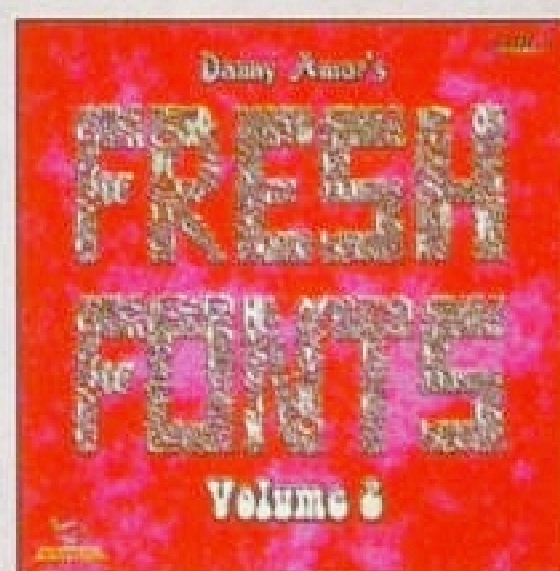
FreshFish 8

The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £29.95



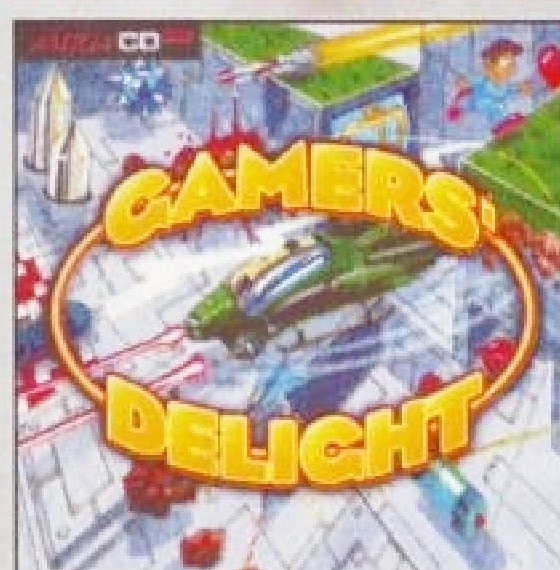
CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



FreshFonts II

The FreshFonts II CD-ROM contains 632 megabytes of fonts for almost any computer system. Most of the fonts are freely distributable, except for the Thienen fonts, which are exclusive on this CD. Each of these fonts is included in four different formats: DMF, Agfa IntelliFont, Adobe and TrueType. There are 231 font families on this CD (each containing of up to 8 different styles). They are classified in seven categories: Deco (63 families), Non-Latin (33 families), Pictures (16 families), Sans Serif (29 families), Script (36 families), Serif (36 families), Thienen (19 families). £19.95



Gamers' Delight

This CD contains 40 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. All games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, CDTV or Amiga CD32 Console with 1 MB free memory and Joystick/Joypad. £29.95



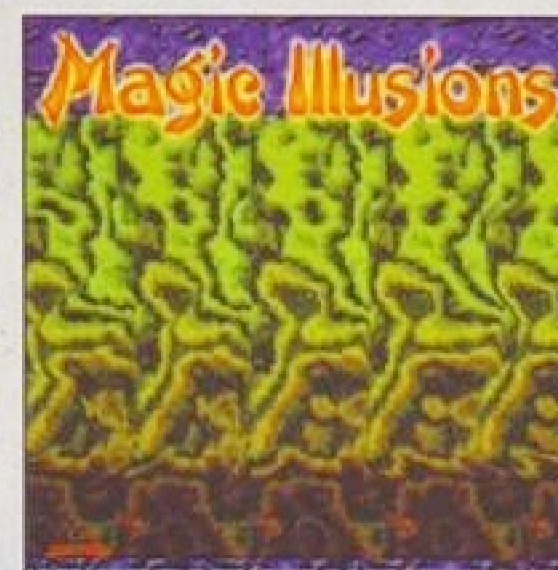
GoldFish 2

Volume 2 of the GoldFish series contains a selection of software, animations, pictures and other material released on FreshFish CD-ROM's between October 1993 and November 1994, with most of the material updated to the latest available versions. All material is included in both archived (BBS-ready) and unarchived (ready-to-run) forms. £29.95



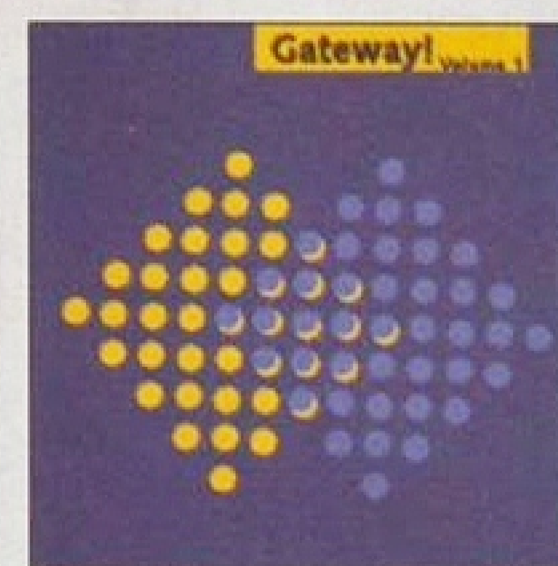
LIGHT ROM

The LIGHT ROM CD contains almost 650 megabytes of 3D objects, images, images equences, scene files, surface attributes, bump maps and textures in IFF and TARGA formats, DEMs, and Lightwave related text files. LIGHT ROM is an invaluable resource for Lightwave users, and as a bonus, includes material for Sculpt 3D and Imagine users. £44.95



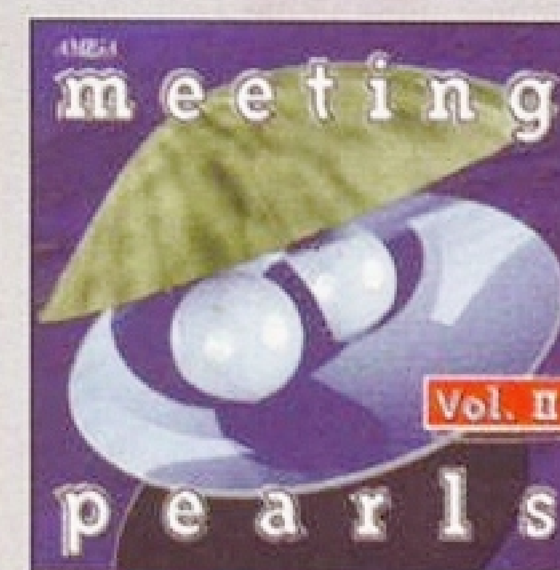
Magic Illusions

3D Stereograms on your screen! A new, interesting entertainment is born: Without special aids a three dimensional colourful and fantastic object appears suddenly on a two dimensional strangely patterned picture. The illusion of depth has already stunned millions of people around the world. Now you can view the stereograms at home on your screen! All you need is on this CD. Besides 200 stereograms with varying difficulty, there is software on the CD, which enables you to create your own 3D pictures. £12.95



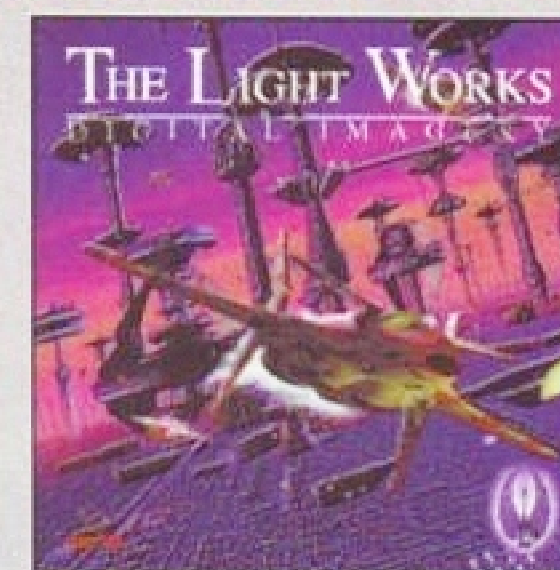
Gateway!

Gateway! offers NetBSD 1.0, a full featured UNIX-like operating system with both sources and binaries for the Amiga, i386, Sun 3, and other architectures. Go netsurfing with the large selection of supplied networking tools. Other supplied packages include a binary release of the X window system (X11R6) for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs. A complete installation guide is available on the CD. There are also some AmigaDOS internet utilities, such as clients for AmiTCP and Envoy. £9.95



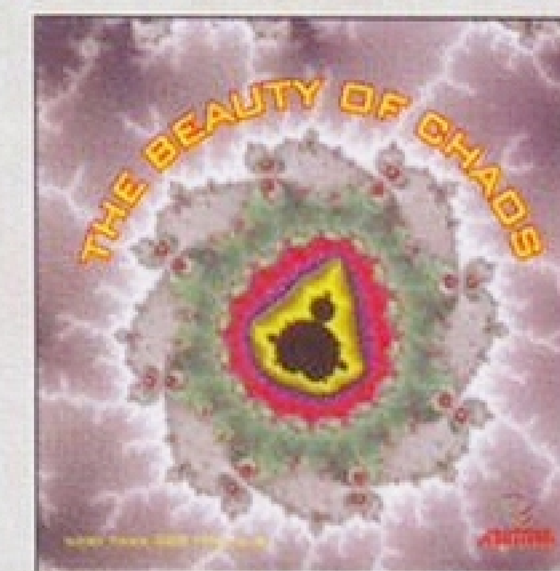
Meeting Pearls Vol. II

The Meeting Pearls Volume II contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 35 MB of selected html-pages - 50 MB graphics programs and data -15 MB games - 10 MB from "The Party '94" - 13 MB disk, hard disk - CD-ROM and SCSI tools - 19 MB various other tools - 11 MB educational software - 25 MB terminal programs - 25 MB animations, mainly from Eric Schwarz - 40 MB developer tools (e.g. pre-installed compiler (DICE, Oberon, Modula), Commodore-Includes, GUI-Tools) - 9 MB music programs - 10 MB midi programs - 27 MB pictures - 60 MB texts, FAQs, CD contents files, etc. - 40 MB linux for Amiga - 100 MB TeX installation (PasTeX incl. 600 dpi and fax fonts) - 38 MB movie data base - 50 MB archives for Psion - 18 MB modules - 50 MB NetBSD for Amiga, ... £9.95



The Light Works

Raytracing - A fascinating area of the computer graphics. Pictures from the computer, perfectly rendered, fascinate people all over the world. The Amiga was the first computer to be used for raytracing, and today it is still a leader, with many high quality programs. A real artist of raytracing is Tobias J. Richter from Cologne/Germany, whose detailed objects stun the people. Especially his space ships of famous science fiction films are used to demonstrate the capabilities of a raytracing program. The objects are highly detailed and extremly realistic due to the application of complex surface textures of the models. Until now it was difficult to acquire these objects in order to create ones own scenes or animations. £39.95



The Beauty Of Chaos

Dive into the fantastic world of the fractal geometry and make a safe journey through the depths of the mandelbrot set. This CD includes: 507 mandelbrot pictures in GIF format (256 colors) in the resolutions 1140x890,1024x768, 640x480 pixel, 20 selected true color pictures in TIF-format, Graphic viewers for PC, Amiga and Macintosh (packed). £14.95

All products are available in your local Amiga-shop or through national mail-order-companies

SCHATZTRUHE

International Distributor:

GTI

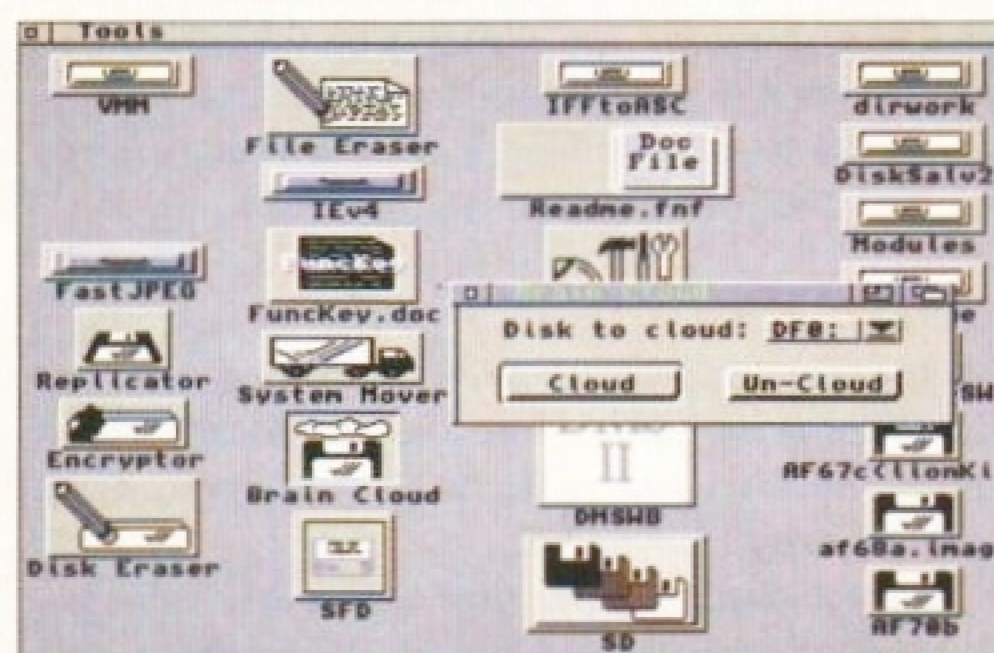
GTI
Grenville Trading International GmbH
Zimmersmühlenweg 73
61440 Oberursel · Germany
Tel +49-6171-85937
Fax +49-6171-8302
EMail: Compuserve 100336,1245

CHIARI OFFICE · 1995

Workbench

Whatever technical problem you have, there's only one place to come for the solution. Graeme Sandiford is the man with the answers, and he can help you right now: so send your letter to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

NON-DOS DISKS



If you want to make your disks unreadable, try using *Quarterback Tools*.

There is something that has been bugging me for some time now. It is how to make a non-DOS disk (on Workbench, under the disk icon it comes up DF0:NDOS). I cannot figure out how to do this even though I have tried on numerous occasions.

Neville Robinson,
Tamworth, Staffs

Well, Neville, I must admit I'm more than a little confused by your problem. I take it that you actually *want* to make an *unreadable* disk? The reason I'm puzzled is that the only use I can think of for this is to prevent your disks from being copied, which is what games companies do.

The bad news is that the only way of doing this is to create a non-standard file system, like most games companies do. This is far from easy and is not something that can be explained here.

If you merely want to stop people from accessing your floppies there is another solution, and it doesn't require years of study. *Quarterback Tools* has a program called *Brain-cloud* which can achieve the same result. Unfortunately, this program is hard to find, but you might be able to track down a second-hand copy.

CD SOLUTION

I am thinking about.buying a CD-ROM drive, but prices are about the same as for a CD³². Is it possible to get a lead and connect a CD³² to my A1200 and use it like a normal CD-ROM drive? If this *is* possible, isn't it more beneficial to buy a CD³² than a CD-ROM drive, because you have two computers and no problems with compatibility for software primarily designed for the CD³²?

Richard Bunker,
Ravenshead, Nottingham

Yes, it's perfectly possible to connect a CD³² to an A1200 using the *Network CD* and cable from Almathera (0181 687 0040), explained last issue.

Your second question is an interesting one. Whether or not you should go for serial-linking a CD³² to your Amiga or buying a CD-ROM drive depends largely on what you intend to use your machine for. If you use your Amiga mostly for games then you'd be better off buying a serial link such as *Network CD* because this would provide you with greater games compatibility.

If you intend to use your machine for serious applications, then the decision is a little trickier. Adding a CD-ROM drive to your machine does just that and nothing more – unless you go for a Squirrel drive. This provides the most convenient way of using a CD-ROM drive seriously because you don't have to worry about fiddling around with network software.

Buying a CD³² also gives you the possibility of adding an FMV cartridge or any other CD³²-only products that might be developed. But for ease of use, especially for serious applications rather than games, a CD-ROM drive is the best solution.



If you want 100 per cent CD³² compatibility then you can only guarantee it by getting a CD³².

WORDWORTH WOES

I was most interested to read your reply to Ann Onimus (Workbench, *AF72*) because I was about to write to you concerning what seems to be the same problem.

My system is as follows: A1200, Viper Mk1 68030 (with MMU) and 68882 FPU (both 28MHz), 4Mb Fast RAM (SIMM from an Amitek Hawk board), 85Mb Seagate 2.5-inch IDE.

I am currently using *Wordworth 3.1* revision 2. To put things simply, *Wordworth* crashes with a frequency and regularity that amazes me. Sometimes it runs for several hours before crashing, other times for a few seconds. I have re-booted 14 times (I've counted) since starting this letter. Crashes can occur when loading documents, spell checking, changing fonts, typing, printing (very frequently) or carrying out other operations.

The crashes are accompanied by error messages of the 8000 0004 variety – sometimes the A1200 gurus. If VMM is in use, I get messages such as 'Program failed, SDH2 error 8000 xxx' (SDH2: is the hard disk partition holding my

Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga's involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer ____________

Details of other hardware: ____________

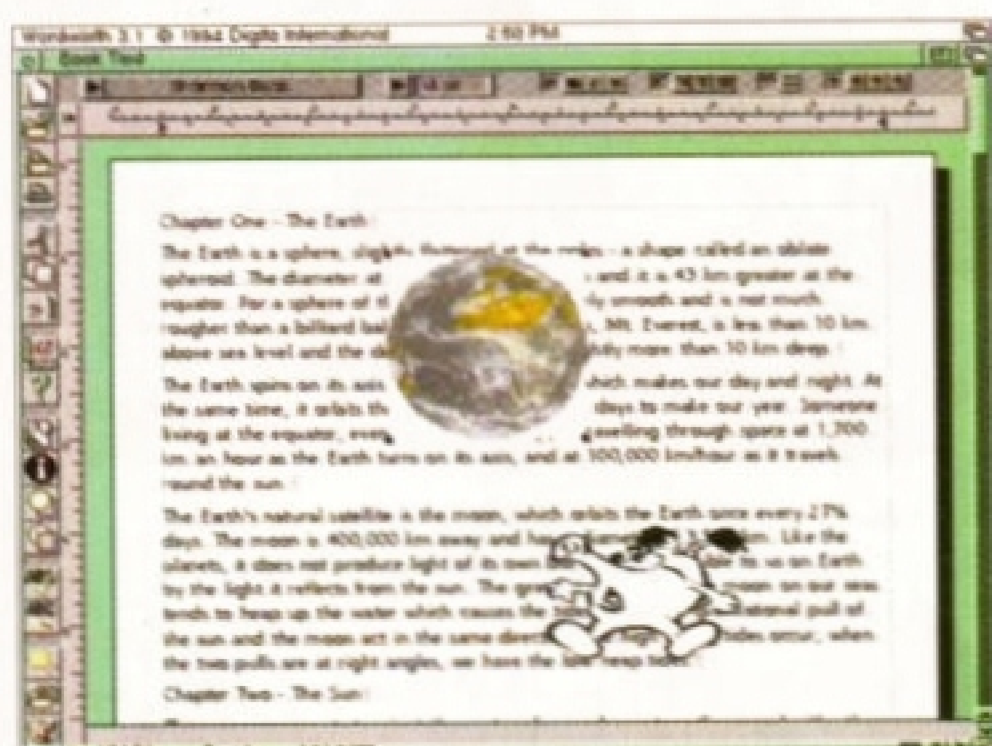
← virtual memory paging file). When I check the partition that *Wordworth* is on with *Ami-Back Tools*, I get lots of errors of the 'Date In Directory Cache Incorrect' type, which fixing sometimes helps, and sometimes does not.

Warm re-booting on occasion results in the A1200 demanding a Kickstart disk and failing to recognise the hard drive. Following crashes, Prefs sometimes fails to set to the time saved and fails to acknowledge the hardware clock on the expansion board. Any ideas?

Tim Willets,
Wolverhampton

I'm sorry to hear you're having so much trouble with what is a very good program. However, I can sympathise with your problems because when I first upgraded from *Wordworth 2* to *3.1*, I had similar (if not quite so frequent) problems.

The way I got around my problem was to remove *Wordworth* from my A1200's hard disk completely and then re-install it from scratch. When I say remove the program, I mean delete any mention of it from your user start-up, as well as any *Wordworth* fonts. Removing it from your user start-up stops your machine from telling you the drawer is in use when you try to delete it. If there is not much else in the partition, you might consider re-formatting it because both *Ami-Back* and VMM seem to be having problems with it.



Although it's a great package, *Wordworth 3.1* has its quirks just like any other program.

POWER PROBLEM

I have an A1200 with a 3.5-inch 275Mb hard drive. Also attached is a Philips CM8833-II monitor, Canon BJ-10 SX printer and an external disk drive. Until now this set up has been trouble free.

But a nasty problem has developed that is causing me sleepless nights. When I switch on the machine, the power seems to fluctuate causing the Amiga to switch off momentarily, causing a crash – after which the hard drive isn't recognised. Could this be a problem with the power brick?

Also, when opening windows in Workbench and using some programs I get intermittent crashes which give Guru numbers 0800 0004 and 0100 000c which *Alert* tells me is a dead end. Is the first problem causing this?

Is there a way of getting the hard drive to recognise itself at power-up, because it will only do so after a soft boot? It is taking power from the internal disk drive and the IDE interface.

Ken Onions,
Wednesfield, Wolverhampton

Ah, the 0800 0004 guru! As *Alert* has more or less told you, this is a pretty general guru that could mean almost anything. If you had a memory expansion it might have been the chief culprit, with some minor niggle like a loose SIMM.

The problem is unlikely to be caused by your hard drive – it is actually quite normal for IDE drives not to be recognised at boot-up every time. They need time to warm up and get up to speed – this is more likely to be a problem if the room the Amiga is in is slightly damp.

This leaves us with the power supply as the main suspect. These can behave erratically just before they keel over and die – we've had several go in our office. Try swopping it.

PC PLOD

I have an A1200 and I am thinking of buying a PC as well. Is there any way of creating an adaptor to allow the use of Amiga joysticks on the PC and vice-versa? I also have a six-button CD^{32} control pad – would this be able to control six-button games such as *Super Streetfighter II Turbo* on the PC using the adaptor method?

Peter Daniel,
Wirral, Merseyside

Grrr, thinking of buying a PC – you should be talking to a psychiatrist instead of writing to us. Oh, all right. As you seem to have lost your senses, I'll take pity on you.

Unfortunately, one of the drawbacks with PCs is the horrendous incompatibility problem – for example, certain sound cards won't work with certain joystick interfaces or graphics cards. You may be able use your pad, but only if there is a 9-pin joystick adaptor available. As for using a PC joystick on your Amiga, that's quite easy, as long as the game you are playing supports analogue joysticks. *Formula 1 Grand Prix* does, for instance. All you need is an analogue joystick converter which can be bought from one of several games suppliers who advertise in *Amiga Format*.



If you want to beat PC owners to a pulp in *Super Street Fighter II Turbo* using a CD^{32} controller, you'll need to get hold of an adaptor.

UPGRADE OPTIONS

My brother and I are planning on getting a CD-ROM drive for our unexpanded A1200, but we cannot decide between the SCSI quad-speed drive and the Zappo CD-ROM.
1) Are they both 100 per cent CD^{32} compatible?
2) My brother wants to buy a SCSI hard drive, so would we be better off buying the SCSI CD-ROM?
3) Which would you recommend for my A1200?
4) How much hardware can you daisy-chain on a SCSI basis?
5) Why don't software companies start making more CD-based software to cut down on piracy?
6) I bought my A1200 from Silica and they gave me the *Chaos Pack* with it. *Syndicate* is two disks and has no animation whatsoever. Is there something wrong?
7) I have a Citizen 200C added on to my Amiga. For some reason it won't print colours from *Photon Paint 2.0*. Do you know why not?
8) Would I be better off buying a hard drive or a SyQuest drive?

John McCarthy,
Enfield

Deciding what route to take for expanding your A1200 is an increasingly common problem. This is mainly because there are so many options to choose from, many of which prevent the addition of additional hardware later on.

1) The Zappo CD-ROM drive is more likely to be compatible with CD^{32} games because it includes emulation of the CD^{32}'s AKIKO chip. While this

TEXTURE TORMENT

Recently, I purchased some *Imagine* textures and objects for the *AF53 Imagine 2.0* Coverdisk. The textures are the ones advertised in Ground Zero PD as miscellaneous textures, and the objects are the Star Trek objects, from the same PD library.

My problem is that *Imagine* won't let me load the textures – an error message requester says Error, then the path for the texture, then the texture name. This also happens with the objects I load. The objects themselves load OK, but upon Quickrendering, *Imagine* displays the same error message requester. All I have done is scaled down the object, and not modified or added anything to it. I store all the textures and objects in the relevant sub-drawer of *Imagine* on my hard drive.

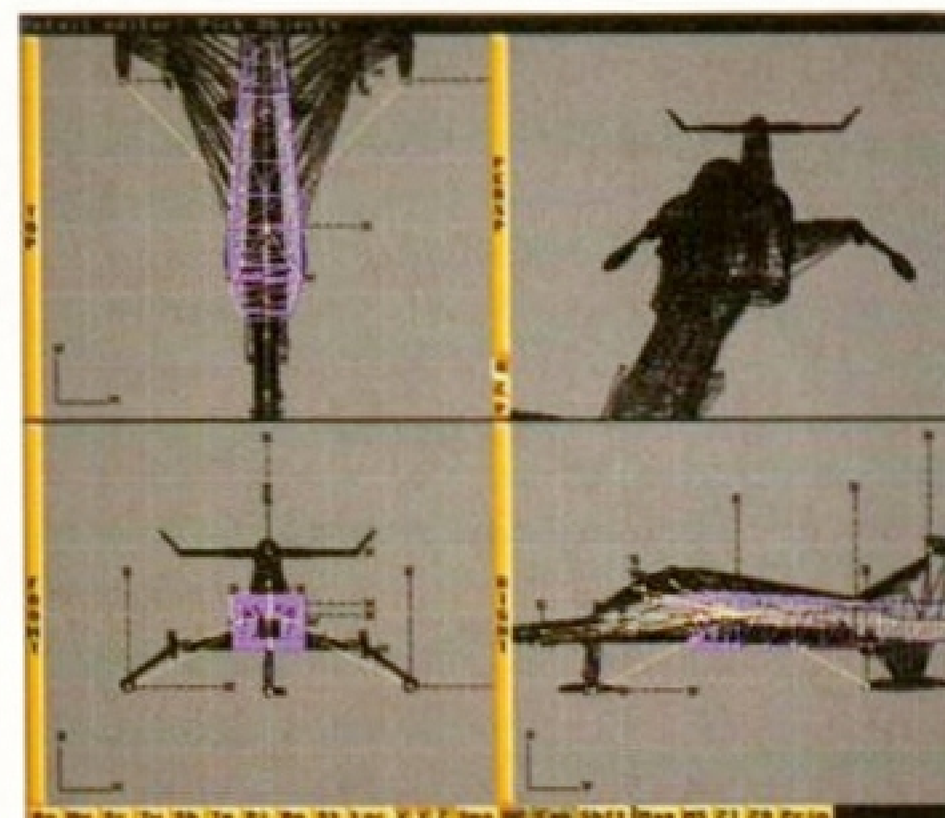
Michael I Fraser,
Scarborough, North Yorkshire

This is a problem that a lot of *Amiga Format* readers have encountered with Public Domain objects, and it's one I have to deal with when I put *Imagine PD* objects on the Subscribers' Superdisk.

There are two ways of fixing this problem – the quick-and-dirty way and the long-term solution. If you are not going the to use the object regularly, then try the quick-and-dirty method, which will enable you to render the object without getting an error message.

What you do is copy the brushmaps to a disk which you have given the same name as the first directory in the error requester (it should be followed by a colon), creating subsequent sub-directories as needed. A variation on this would be to copy the brushmaps to your hard disk and then to assign the directory the brushmaps are in (using the *AmigaDOS* Assign command) to the file path in the error message.

If you intend to make more use of the model, for creating an animation perhaps, then follow the full fix shown in the walk-through on the right.



1) First, go to Object Mode by pressing <right-Amiga> <2>, and then select an object by clicking on its node or by using the Object Select requester.

WHICH MODEM?

My set-up consists of: A1200, Workbench 3.0, Power PC880e external disk drive, Citizen 240c printer, Viper 68030 Turbo (no FPU) with 2Mb RAM, Power Computing Aerial 130Mb hard drive and an Amitek Fusion genlock from Silica.

I feel have been missing out on something for a few years and have been considering getting a modem for my machine. (Everyone seems to have one.) My problem is with all the choice there is, so:

1) Which one is the right one for about £250? I believe 'the faster, the better' is the rule. And if I go for the fax option is it all straightforward enough so that my office will be able to receive a fax from my Amiga on their PC or fax machine and I can receive faxes from the PC?

2) Will I have to leave my Amiga and printer on all the time?

3) Can I make and receive normal phone calls on the same line that the modem is on or do I need two lines?

4) Can I get on the Internet/Demon/Aminet from Malta and if so will it cost much? I do not know of any local Bulletin Boards in Malta.

Stuart Bone,
Lija, Malta

1) For around £250 probably the best modem you can buy is the US Robotics Sportster 288, from the First Computer Centre (0113 231 9444). It fully supports the



The Sportster is the best choice if you want to spend about £250 on a fax modem.

V.34 standard and is capable of sending and receiving faxes. You'll need additional software to do this, such as *Trapfax* or *GPfax* – but it will talk to any fax.

2) No, you won't have to leave your machine or printer on unless you want leave the modem on auto answer so it can receive downloads when you're not there.

3) You can use both the phone and modem on the same line without any problems.

4) You can gain access to the Internet from Malta, but it could be extremely costly. Demon Internet Services offer a £10-per-month account, but the POPs (the locations you must dial to get on-line) are limited to the UK so the phone bills would be high. Try contacting someone like the University of Malta, who can probably help you with a local service provider.



Choosing the right hardware upgrade path for your A1200 can be a tricky business.

isn't that much of a factor at the moment, because most games are still A1200 conversions, it could be important later on if games developers start to make more use of this handy chip.

2) If your brother is intending to add a SCSI drive at a later date, then you are better off getting a SCSI CD-ROM drive with the Squirrel interface to start with. Otherwise you will have to fork out for an accelerator with a SCSI interface later on.

3) In view of your expansion plans I'd advise you to get a SCSI drive because it gives you more options for further expansions without having to buy extra interfaces.

4) You can chain up to seven peripherals using SCSI connectors.

5) The 'CD for anti-piracy' thing is a good question, because CD has been a great success in the PC world – though that's mainly due to the ungodly size of PC programs. Whether it would cut-down on piracy is debatable. At the moment it's not profitable for Amiga pirates to copy CDs because there isn't a large market. But if they did take off, CDs would be easy enough to duplicate.

6) This is perfectly OK, although it means you can't use the extra missions disks.

7) This is strange because *Photon Paint 2.0* uses Workbench's printer driver, so as long as the correct driver has been installed, it should work. You might try using *Graphicdump* (in your Workbench Tools directory) to test the driver.

8) A SyQuest is only a better option if you want to transport large files.

SPECCY ADDICT

Over a year ago I upgraded from a bog-standard Speccy 48K to an A1200 and I am now getting withdrawal symptoms.

1) Can I link an A1200 to a Spectrum 48K through, perhaps, a serial link or other link?

2) Can I port games from the Speccy tapes to Amiga disks?

3) Can emulated Spectrum software graphics, sound and speed be upgraded on Amiga programs?

4) Is there any way to change Speccy Basic to an A1200 programming language? I can write programs in *Basic* but not in *AMOS*.

5) Could you think about limiting the amount of paint, music and word processing software on your Coverdisks? I now have too many of these and once I have used them once or twice I just re-format them and use them for saving things on.

Paul Riley,
Cheetham, Manchester

I'm not surprised you're experiencing withdrawal symptoms – I can often be found playing my favourite old Spectrum games at lunchtime on the office A4000. However…

1) It's pointless to link your Spectrum and Amiga.

2) It is possible to port games using a sampler and the right software from a PD library. But it's far easier to get the games already converted. If you have a CD-ROM drive there is even a CD full of Spectrum stuff – look out for a review soon. Online PD (01704 834335) have an excellent emulator that comes with 21 games and details of a lead that can link straight to a tape recorder without the need for a sampler.

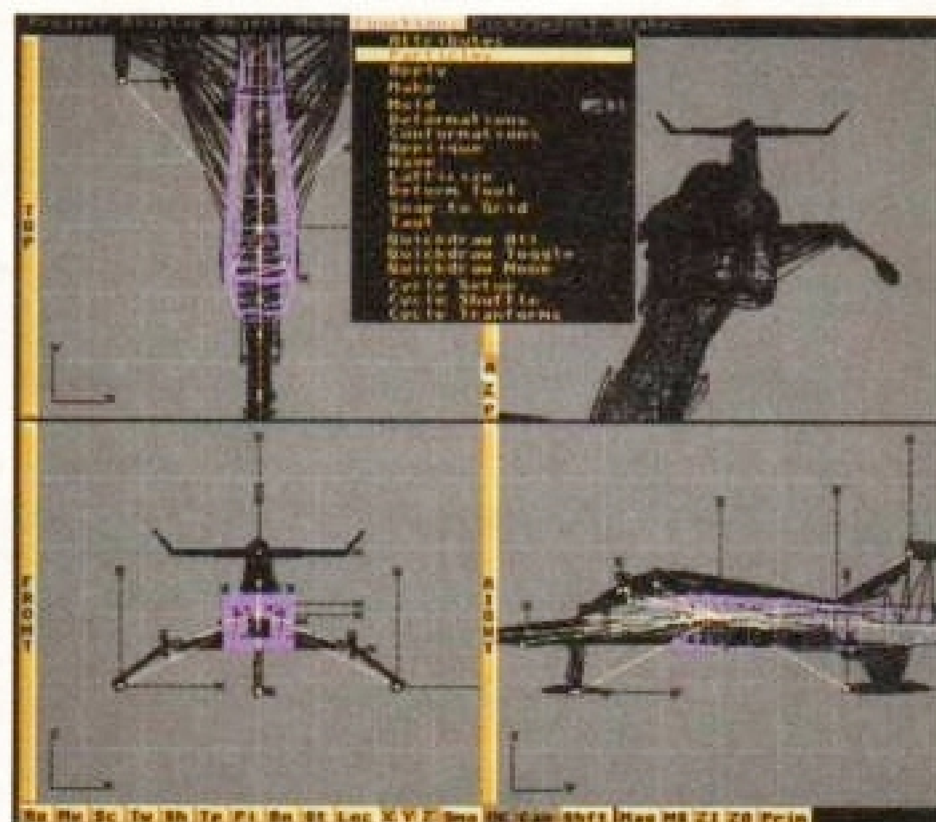
3) Not unless you re-write them yourself.

4) Again, not without rewriting them.

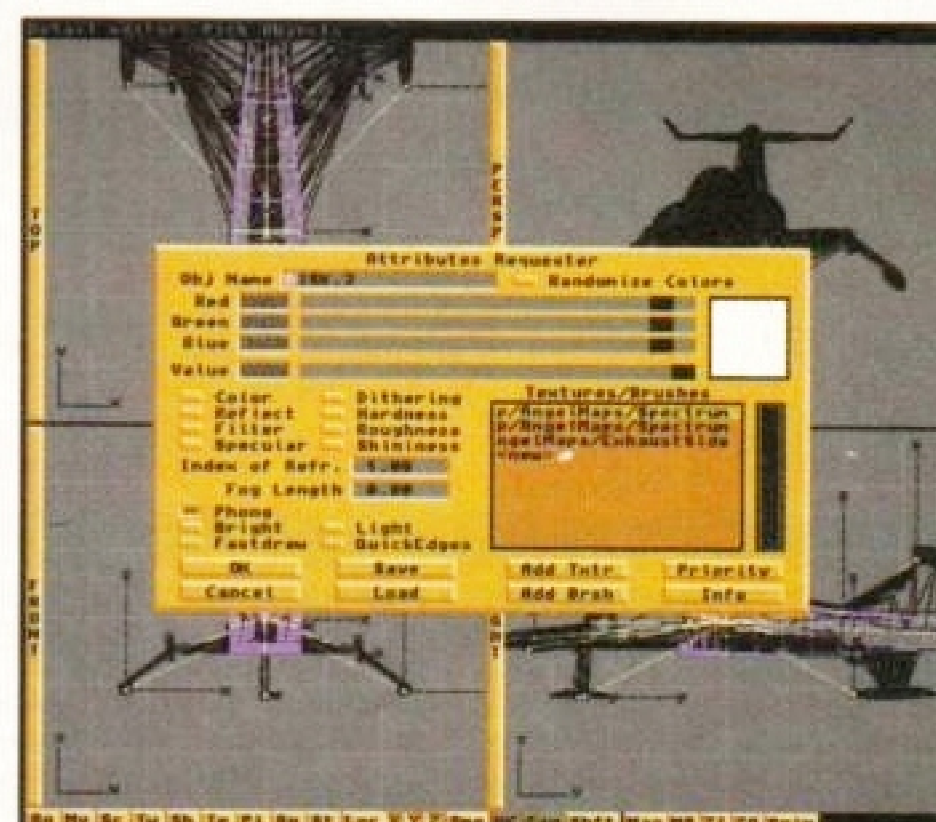
5) All that software you've got already doesn't leave much that you're missing, apart from programming. What would you like more of?



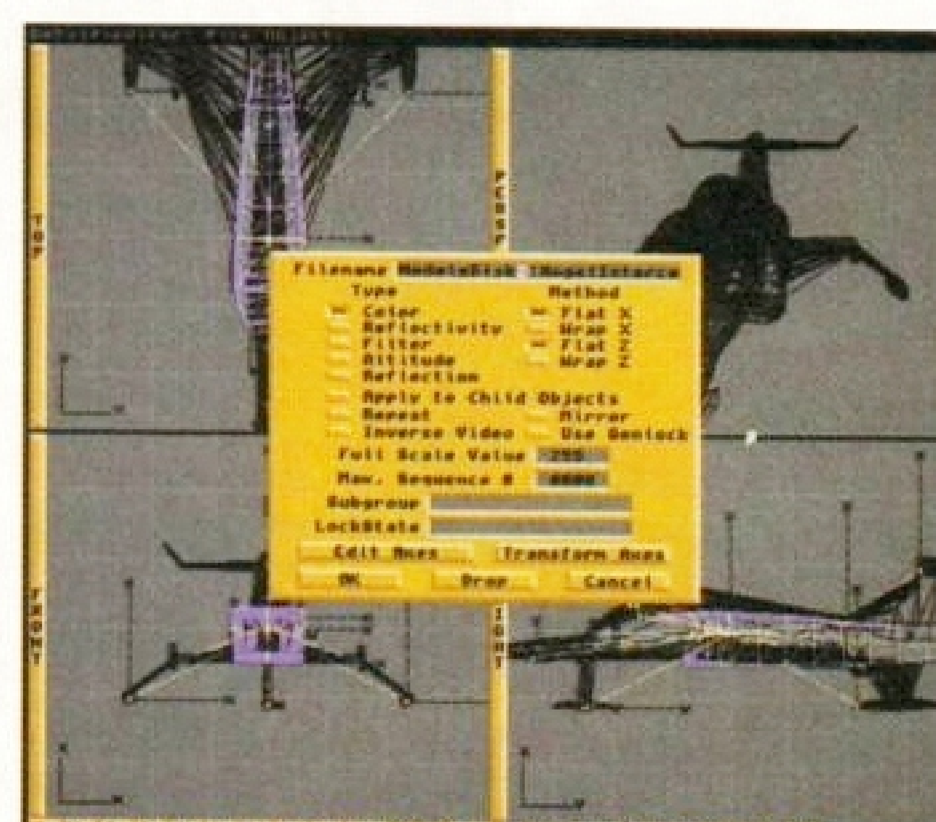
8-bit junkies will be glad to hear it's possible to play Spectrum games on their Amiga.



2) Next, bring up the Attributes Requester. In *Imagine 2.0* this can be found on the Objects menu and in *Imagine 3.0* under the Functions menu.



3) If you are using *Imagine 2.0*, select a brushmap by clicking on the Brushmap Buttons that are recessed. In *Imagine 3.0* select one from the list.



4) A window pops up and you can enter the directory path in which you put the brushmap and its name. Do this for each object and brushmap.

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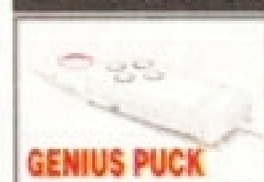
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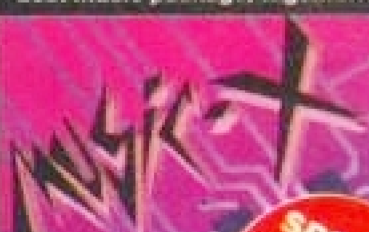


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New!

Amiga.net

Get yourself connected!

In the first of a new series on how to use the Internet, Darren Irvine picks out the best email systems.

When you're trying to decide on an email system to use on your Amiga, there are three main types to consider. First, a number of popular UNIX mail systems have been ported more or less successfully on to the Amiga, including *Pine* and the ubiquitous *Elm*.

The second option is to use a purpose-designed Amiga mailer and, although this would be my recommendation, the problem is that there is really only one piece of software available – a program called simply *Mail* which was developed by Demon Internet for their own customers, and which is now available as PD.

The third choice, which may be attractive if you use Fidonet as well as Internet email, is to use a gating system and a Fido mailer such as *Spot* to deal with both sorts of email.

UNIX SYSTEMS

AmigaElm V6: this is at long last beginning to look like an Amiga program. Cutting-edge GUI-style features such as pull-down menus have now been implemented – previous versions only supported the archaic keyboard-based system all too familiar to those of us who have been forced at some point in time to use UNIX.

One complaint that *Elm* has always attracted is that it is very fiddly to set up – you need a whole range of UNIX-style directories and assignments to implement the UUCP sub-system expected by *Elm*.

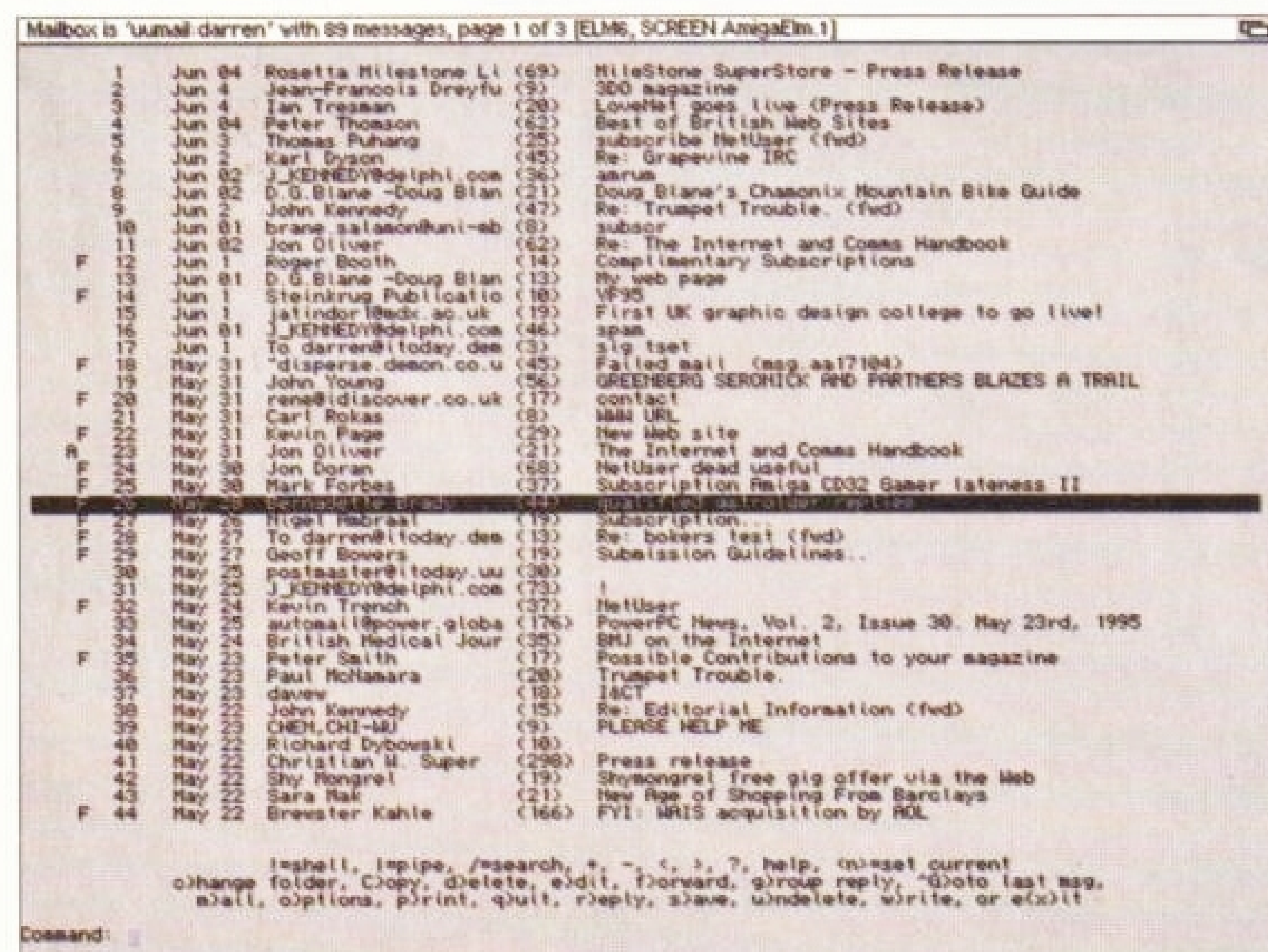
If you eventually manage to get the thing installed and configured properly, and can bring yourself to ignore the 1970s-style user interface, you will discover that *Elm* is in fact a fairly useful mailer. Like most other systems, the operation is based on the concept of a series of mail folders – one for incoming mail, one for outgoing mail, one for email from irrational magazine editors – you get the idea.

The range of mail-sending and receiving tasks – just about every combination of replying, forwarding, group replying, and message bouncing – are all made pretty easy by the program, which, let's face it, is why *Elm* has remained in existence for such a long time and why it has proliferated on to a wide range of platforms from its humble UNIX workstation beginnings.

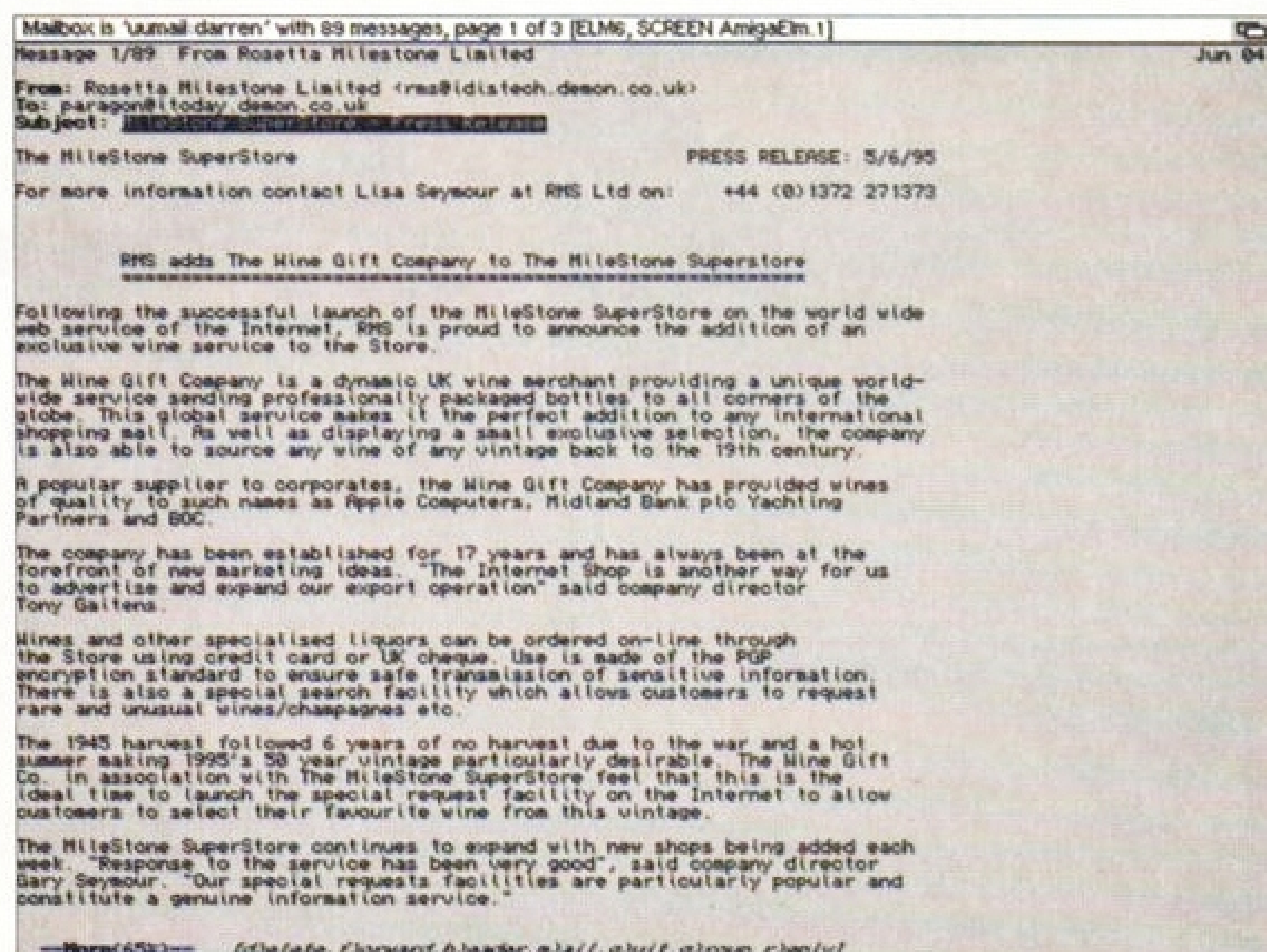
If you want to be able to receive more than just text in your email, you'll be glad to know that *Elm* also supports the viewing of MIME messages in a fairly straightforward manner, using the external program *Metamail*.

Using still another external program, *Metatools*, which incidentally requires the Magic User Interface, you are also able to paste together outbound MIME messages, including text, graphics files and sound samples. Of course, setting up both of these programs also requires a fair amount of effort, the worth of which will depend on how much MIMEing you actually intend to do.

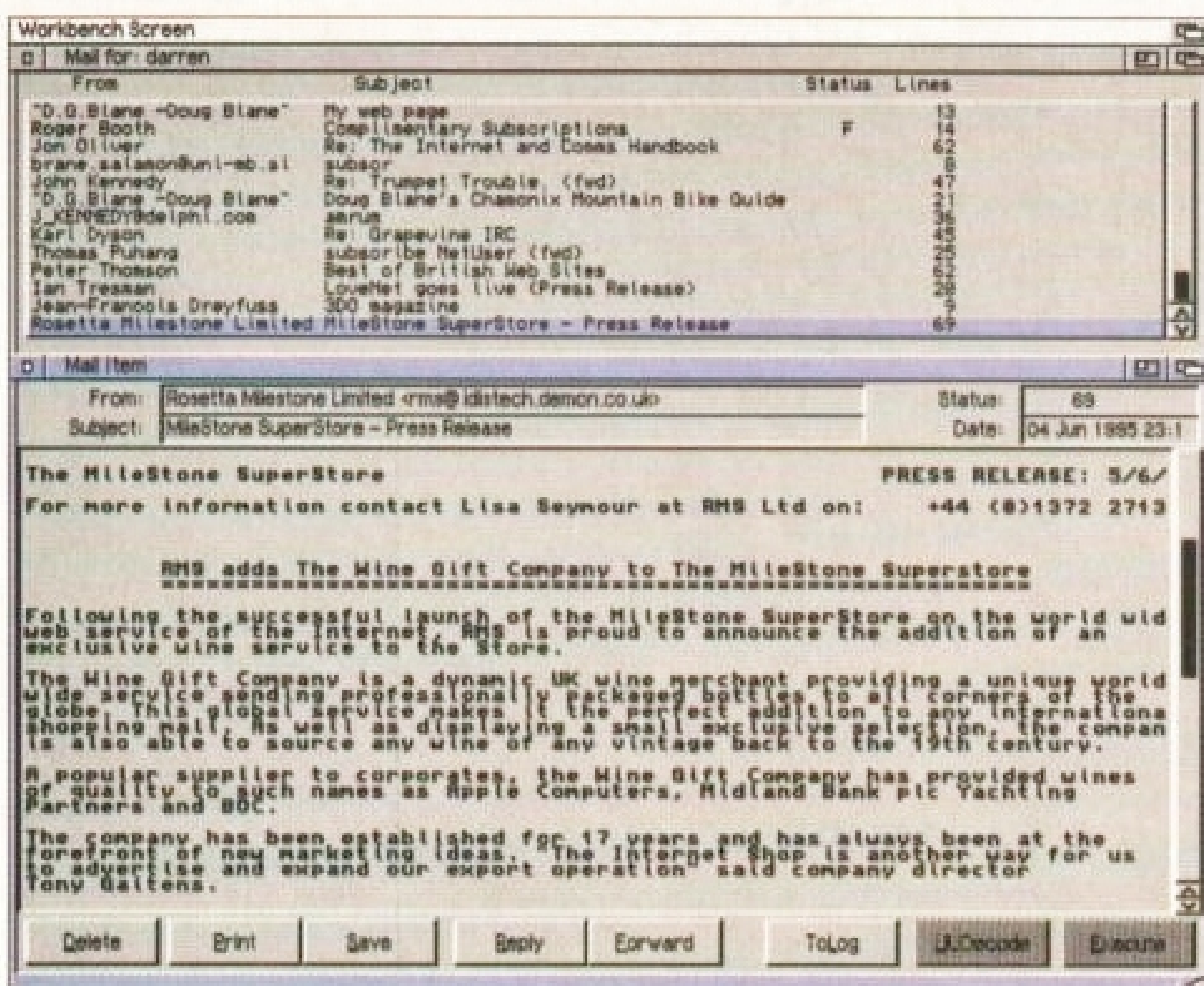
Email us on...
amformat@futurenet.co.uk
Please make sure you mark the relevant subject in the subject line (Letters to the Edfitor, Workbench, Backstage etc).



If it looks like UNIX, acts like UNIX, smells like UNIX, then chances are it's *AmigaElm*. Which probably means it's very practical but a little short on looks.



AmigaElm uses its own internal pager for displaying mail messages, just to make sure that you get the full benefit of its all-round 1970s feel.


If you want your mailer to look at home on your Amiga, there's really only one choice – Demon's *Mail* is designed with the Amiga in mind.

FINDING THE SOFTWARE

This comparison of different systems is all very well, but it would be pretty useless if we didn't tell you where you could get hold of the systems involved.

Elm and *Pine* are both available from any Aminet FTP site, the nearest one of which is the Imperial College archives. The UUCP/Fido gateway systems can also be found at this site. The files can be obtained by ftp to:

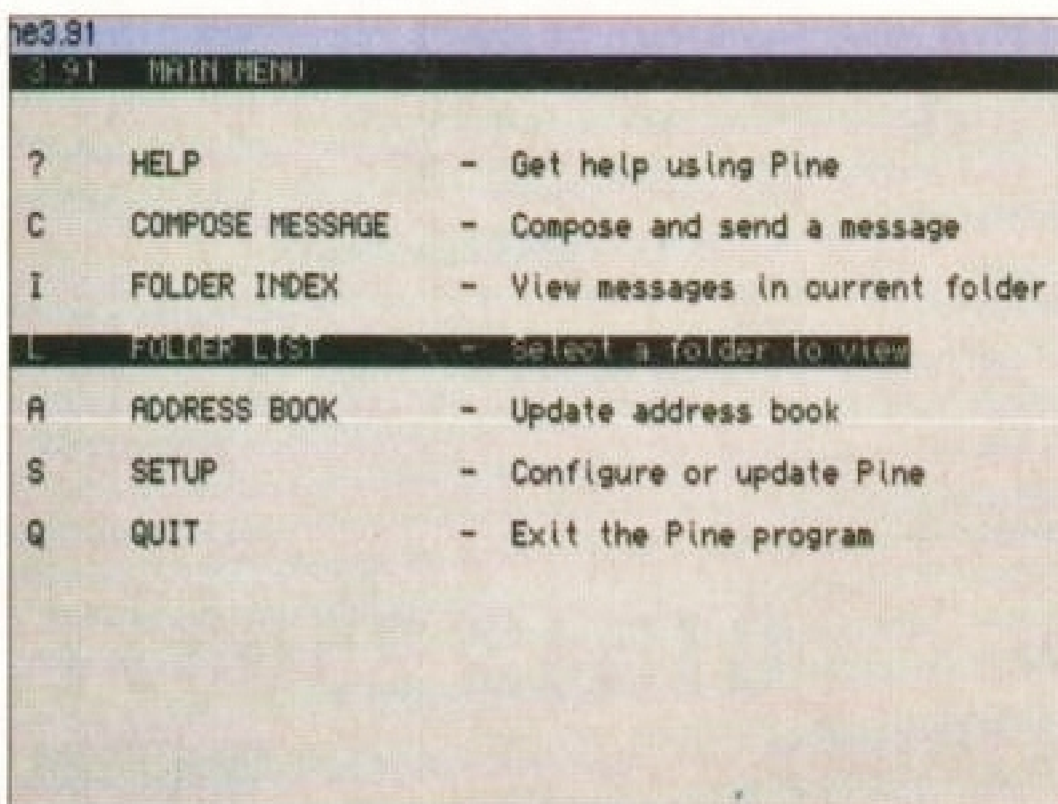
ftp.doc.ic.ac.uk

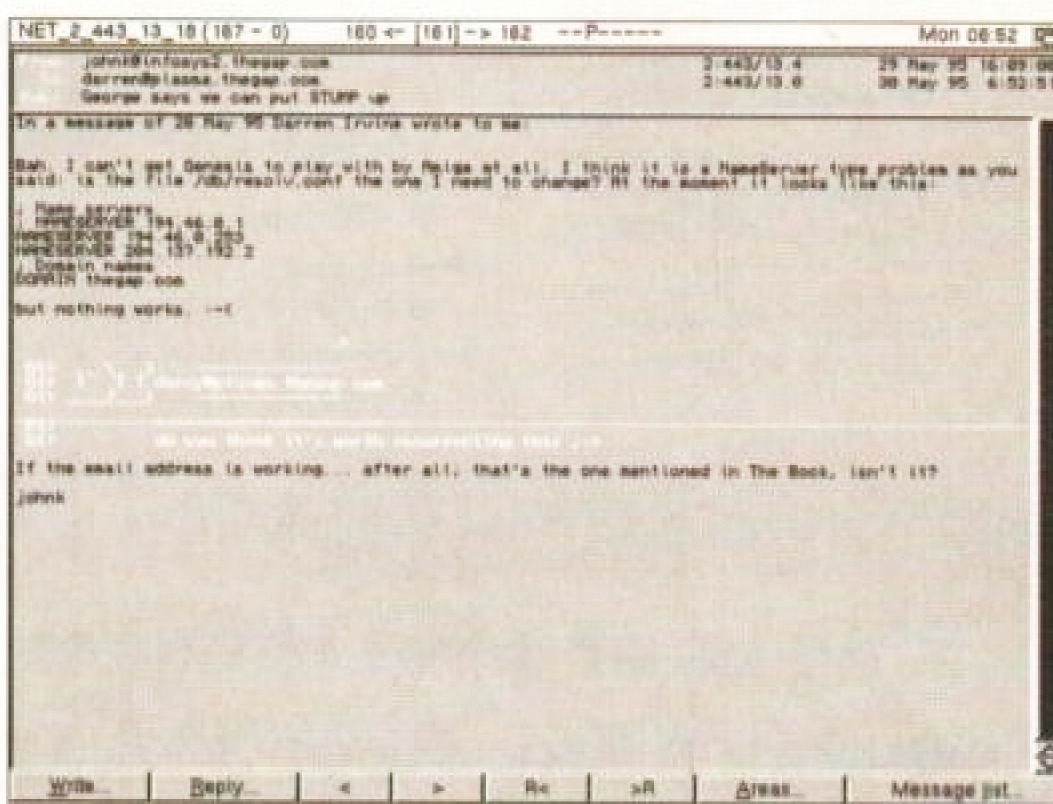
Elm	/pub/aminet/comm/mail/AmigaElm-v6.lha
Pine	/pub/aminet/comm/mail/pine391_base.lha
	/pub/aminet/comm/mail/pine391_all.lha
	(You'll need both of these, but really, I wouldn't bother.)
AmiGate	/pub/aminet/comm/fido/AmiGate14.lha UUCP/TD
	/pub/aminet/comm/fido/UUCP2TD151.lha

Demon's own mail system can be found, naturally enough, on their FTP server. The archive also contains a number of other Internet-related utilities, principally aimed at Demon's own customers.

ftp.demon.co.uk

Demon Mail /pub/amiga/amitcp/installer/AmiDisUtils.lha


What you see is exactly what you get – and that's what makes *Pine* a mail system for UNIX masochists only.


If you're happy with *Spot*, then using a gateway to give access to both Fidonet and Internet email might make sense.

PINE 3.91: another port of a well known UNIX system and, like *Elm*, it really is just a port rather than an actual Amiga version.

Pine runs in a text-only manner in a resizeable window on your Workbench, and this time you really are stuck with keyboard-only operation.

Although in theory *Pine* is a more comprehensive system than *Elm*, the fact that the programmers have not implemented any Amiga-style functionality whatsoever effectively rules it out as a serious contender.

This drawback, plus the fact that you need to be running *AmiTCP 4.0* or better (only the demo of which is available as Public Domain) – and have an unwieldy UNIX support library installed – really makes *Pine* a non-starter.

DEMON MAIL

Those altruistic Demon Internet people seem to be about the only ones to have realised that Amiga users want to have an email system that has been designed specifically for the Amiga, and have included such a system in the software distribution that they give to their own Amiga customers.

They have also rather usefully made it available for anyone else to download. The imaginatively named *Mail* runs on your Workbench, and basically performs all the functions of *Elm*, but in an Amiga-style user-friendly manner. MIME is also supported, again requiring the external program *Metamail*.

Multiple folders are handled elegantly, as are other 'nice' features such as the automatic appending of signature files and easy configuration of your overall mail set-up, which can include the use of aliases and custom mail headers.

FIDO GATES

If you want to use a single mailer for both Fido and Internet email, you will have to struggle with the intricacies of getting a UUCP/Fido gateway up and running. There are two main systems to consider, *AmiGate* and *UUCP/TD*. Which one you use depends on your exact set-up, but both perform a fairly similar function.

Bear in mind, however, that such systems are not as flexible as a dedicated email-only system, and you can forget about anything fancy like MIME.

MAKING YOUR MIND UP

Which system you use always depends chiefly on personal choice, since each of the systems we've mentioned does basically the same thing. When first setting my own system up I tried just about everything that was available, and settled on Demon's *Mail* system just because I like my Amiga to be running Amiga software.

If, on the other hand, you have been brought up on UNIX, you may find yourself preferring *Elm* – as long as you keep taking the tablets you'll be fine.

And when you do manage to get your very own email system up and running, you can contact me at:

darsy@spuddy.mew.co.uk 

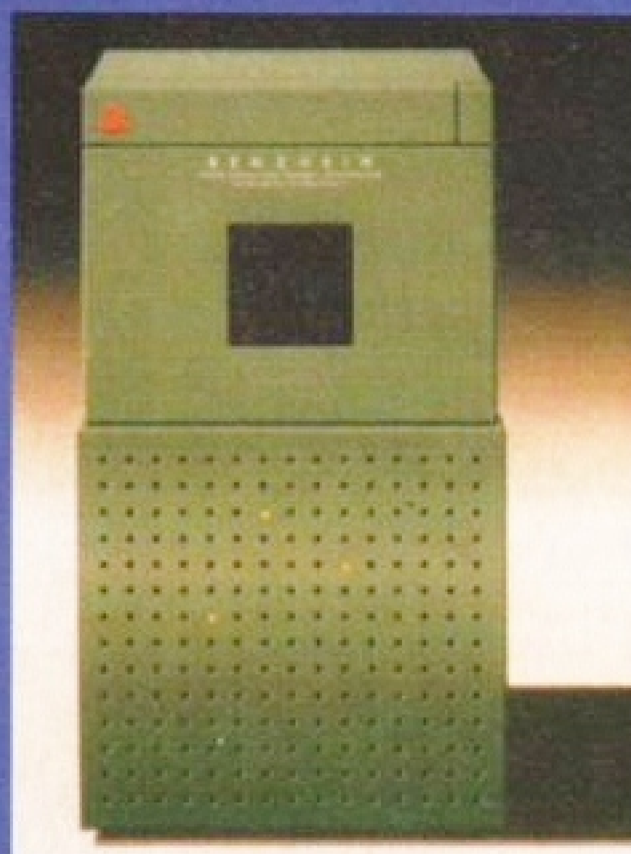
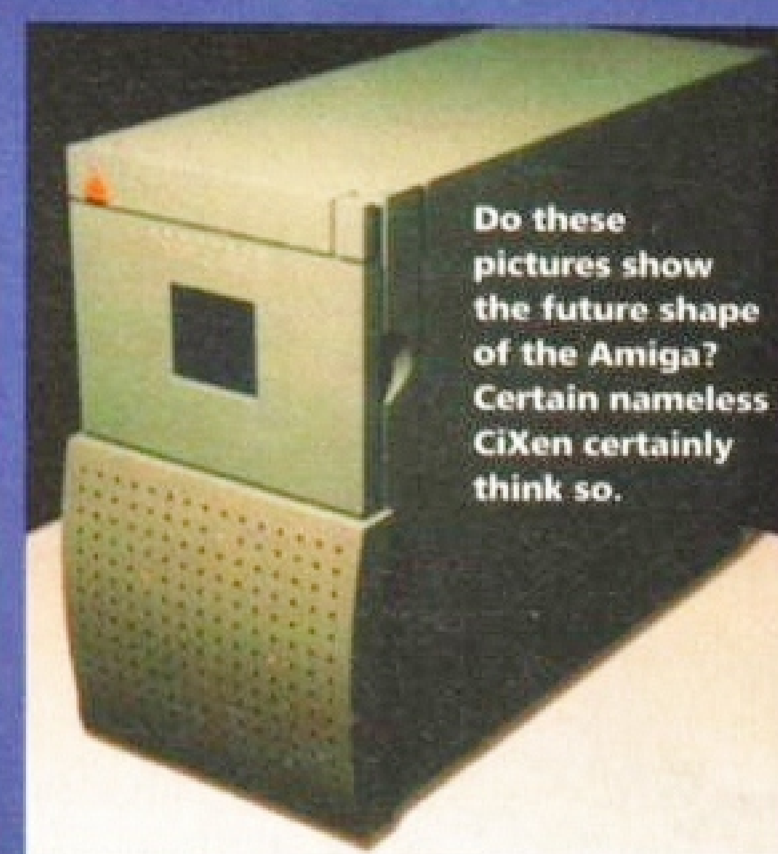
RUMOUR MILL

The Internet is a wonderful resource, providing a means of obtaining software and useful information. It is also a wonderful source for rumours, half-substantiated truths and outright lies.

This month's chief rumours concern the new Amigas which several people claim to know all about already. These pictures came out of that pit of gossip known as CiX, and were passed to me by a usually unreliable source. Make up your own mind as to their authenticity.

Alt.religion.amiga is always good for a rumour or two, a fact in no way connected to the frequent presence, in electronic incarnation, of a certain Mat Bettison. Recently the contributors of this newsgroup have been getting their respective knickers in a twist about NetScape, and have convinced themselves that an Amiga version of this ever-so-useful web browser will be produced, if only enough people email the NetScape people and tell them that it would be a good idea.

There's no harm in a bit of wishful thinking, now, is there?



Do these pictures show the future shape of the Amiga? Certain nameless CiXen certainly think so.



Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

GAMEPLAY RULES

While wandering along the front in my seaside home-town, I suddenly felt the compulsion to rush home and play a computer game. Which one, though? *Theme Park*? *Settlers*? The ever-classic *Speedball 2*?

No. For some unknown reason I wanted to play *Monty On The Run* – a game I haven't seen since I last clapped eyes on a Commodore 64. Amazing, isn't it? In my collection I have all the latest and greatest, and I want to play something with six colours and graphics that would embarrass a five-year-old.

The fact of the matter is that the old games did have bad graphics, but to make up for it they were addictive and had great playability.

Some of my favourite games on the Amiga are Public Domain – *Elevation*, *Derring Do* and *Extreme Violence* – and could have appeared on any of the old machines, but are amazingly addictive.

I'm really speaking to the games writers. Don't write games that have amazing graphics and no gameplay. Leave that for the CD-i and PC. We want games to play, not to look at.

Now, if you'll excuse me, I feel the urge to blast aliens in *Deluxe Galaga*, which you kindly supplied on my Subscribers' Superdisk.

Kelvin Aston
Whiting Bay, Isle of Arran

I'm glad you're enjoying Deluxe Galaga, *and I hope you remember to register it. I miss some of my old C64 games too –* Pipemania, Commando, Karateka *– those were the days. There are many good, original games at the moment, but gameplay certainly always beats graphics.*

MORE UPGRADE ARGUMENTS

I've seen quite a few letters in the computer press recently from Amiga users complaining that their OS 1.3 machines are not being supported by software publishers.

Tutting to themselves, the magazines have metaphorically shrugged their shoulders and given their best Workbench 2/3 sales pitch in an effort to nudge the readers into upgrading. Stubbornly, quite a few readers seem determined to stick with the cranky old Workbench they know and love.

Why are they so stubborn? I'll tell you why – they don't want to see the back of their massive pirate software collections, that's why! Most of these 1.3-ites have had an Amiga for donkey's years, and probably only got it because they knew that the latest games software was available for next to nothing.

The next whining letter you get I suggest you employ as an *ad hoc* coffee/tea-cup stand.

Gary Miller
Dover, Kent

No, but come on, stop sitting on the fence, tell us what you really think.

Continued overleaf ➡

SKIDMARKS SOLUTION

STAR LETTER

If you install *Super Skidmarks* on your hard drive you will probaly install the car disks as well. Well, I've found that this quite often causes *Skidmarks* to crash.

When you select 'Race' and *Skidmarks* trundles off to the track select screen, the problems start. As soon as you select the track you want, it tries to load the car data and the track data from disk at the same time, as far as I can tell. My friend has had the same problem.

We both own A1200s with 4Mb of Fast RAM and FPUs, two floppy drives, CD-ROM drives and, of course, hard drives. I thought I'd list the specs of the machines in case it's just an isolated problem.

Anyway, the good news: myself and my mate Dan have found a solution – format all the disks, format the hard drive and stick a banana up ACID software's bum.

Has this failed to work for some reason? OK. the real way to get *Super Skidmarks* to work is as follows.



It's all very well if you get this far – but if you have trouble running *Skidmarks*, here's a fix.

1. When the Select Track screen comes up, click on 'Read Floppy' as normal.
2. The tracks appear in the little windows.
3. Take the Track Disk out of the drive.
4. Click on the track you want to load.
5. The 'Waiting For Car disk and Track disk' screen appears.
6. Wait for it to say 'Mini Loaded' (or any other car).
7. Now stick da Track Disk in da floppy and watch it load.
8. Win.

Hope that helps all the people out there who get very upset when it crashes.

Robert Parker, Hatfield, Herts

Thanks very much for the advice, Mr Parker. Amiga Format readers can now enjoy hassle-free racing, and you, Robert, can race around the track in your brand-new leader's jersey, otherwise known as an AF sweatshirt.

The Gallery

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DMA Design are giving away a Tabby graphics tablet worth £54.99 for the best *Gallery* entries. Plus, you may be commissioned by DMA, the team behind *Lemmings*. Please state if you do not want your details passed on. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.

FACE-REFLECT

by John Keates

Working with *Photogenics*, John experimented with the program to try to make the face look spooky. To paint the hair, he made his own special 'hair brush' by duplicating the airbrush and making this new brush all dotty. The hair was built up slowly and the Sharpen effect gives it a raised look.



THE BITS ON THE SIDE

MORE IMAGINE

Would it be possible to repeat a Coverdisk in the near future? The disk in question is *Imagine* from *AF53*. There must be many like me who started their subscription after this issue and have not been able to get the sold-out back issue.

M Worcester,
Sutton-in-Ashfield, Notts

We're not in the habit of recycling old Coverdisks. What about the thousands of people who already have it? It wouldn't be fair on regular readers. However, we might consider doing a special separate package, complete with all the tutorials, in the future.

SCRIBE NEEDS SCRIBBLE

Does anybody still have an original or a working copy of the *AF9 Scribble* Coverdisk? Mine is corrupt and has locked up several long-lost chapters of a potential Booker Prize winner. OK, so I'm a slow writer, but a good plot has to have time to mature. Bet this never happened to Jeffrey Archer.

David Baxter,
Newport Cottage, Newport,
Berkeley Glos GL13 9PY

I believe we have one original Disk 9, which I will send out to you just this once. But let this be a salutary lesson to all of you – always make a back-up of your Coverdisks.

PD PLEASE

I couldn't agree more with the 'More Utilities' letter (*AF71*). I too think that there should be a Coverdisk full of PD games and utilities, but only one disk, since most of your demos and full commercial Coverdisk programs are very good! Also, most of the programs on your Coverdisks are AGA-only! Why?

Peter Leigh,
Cromer, Norfolk

So we should have three disks, then? I thought we had gone over the AGA thing already – a lot of new software is at least WB2.0 only, so we don't have much choice.

PART-TIME SUPPORTERS?

It was not the delayed Commodore buy-out that was slowly killing off the Amiga, it was the dwindling support from software companies. New titles for the CD32 and Amiga are virtually non-existent in Sheffield computer shops. No *SWOS* on the CD32? It cannot be done? Bah, humbug. Now that Escom have bought the Amiga, millions of loyal Amiga users are cheering, but are the software companies listening?

Julian Smith
Wincobank, Sheffield

Elsewhere in this issue you will see a review of MicroProse's* Colonization*, a game they originally didn't plan to release on the Amiga. Hopefully more software houses will follow.

MAG MANIA

A few people at school are writing a magazine (*Amiga Mania*), and we were wondering if you could:
1) Tell us if we are allowed to use the Amiga name/logo.
2) Send us some screenshots of *Sensible World Of Soccer, Shadow Fighter* and *Mortal Kombat II*.
3) Send us some information on up-coming games.
4) Also send us some tips/cheats for newish games.
If you can help us we will send you one of the first magazines.

Amiga Mania,
49 Heyford Road, Braunstone,
Leicester LE3 1SR

The "Amiga" name and logo are trademarks and I don't think Escom would be happy with you using the actual Amiga logo. To produce your own mag, you'll have to find ways of getting your own screenshots, tips and information. Try contacting games companies, looking on BBS systems for tips and getting hold of a digitiser to take screenshots.

← PROGRAMS, PLEASE

I started programming six years ago, in Basic on an MSX Computer: later I learnt Z80 assembly language and I wrote many *Brick Out, Maze* and beat-em-up style games.

Now I have an Amiga and I want to write games for it and join a software house. So please could you answer these questions?

1) Which books should I purchase to help me program games for the Amiga in assembly language?
2) How much are these books and how can I contact the publishers?
3) How can I join a software house?
4) I'm 21 years old. Is that suitable for a games programmer, or am I an old man already?

Maher Fahmy Farag
El Thawra St, El Mahmodia,
El Behira, Egypt

I'm not sure why you want to program in machine language when there are many excellent development systems such as Blitz Basic *available, which we ran a huge tutorial series on (see* AF52 – 66*). Many games publishers welcome freelance submissions – Team 17 are worth contacting (+44 1924 267776).*

If you are dead keen on assembly language, there is a recent book from Bruce Smith Books (+44 1923 894355) called "Amiga Assembler" and the ISBN number is 1-873308-27-2, should you want to try and get it locally. Don't worry, you're never too old.

EASY INSTALLATION

Over the last few issues your Coverdisk programs have grown considerably in size. Because of this, they have come with installation scripts ready to install each program on to an individual floppy disk.

Take the case of the *Alien Breed 3D/Death Mask* Coverdisk from *AF71*. Due to the program's size the installation scripts were on disk A, a feature that I do not mind – but when, to my dismay, I found I had to unpack the other two programs on to floppy disks before *Alien Breed 3D* could be installed, I was not impressed, to say the least.

Undoubtedly this may put off readers from installing some of the larger programs so, after many restless nights, I came up with a solution for you.

On the first disk, a menu could be offered which would give the user options for what he/she wishes to install. When a program is selected, the Amiga would then ask you to either insert the floppy disks just for that program, or (if the program is hard disk-installable and the Amiga is equipped with a hard disk) install it to a stated directory on the hard disk. It's as simple as that.

Guy Thompson,
Colchester, Essex

What often happens when we are putting together our disks is that we sacrifice a nice looking menu system for something a bit more primitive so we can use the space we save for better demos. Commodore's installer utility would be great for decompressing coverdisks, but the utility would take up about 20 per cent of the disk on its own.

We are looking to produce our own menu system, which will hopefully make things a lot easier – and not take up too much valuable disk space.

CHEW IT OVER

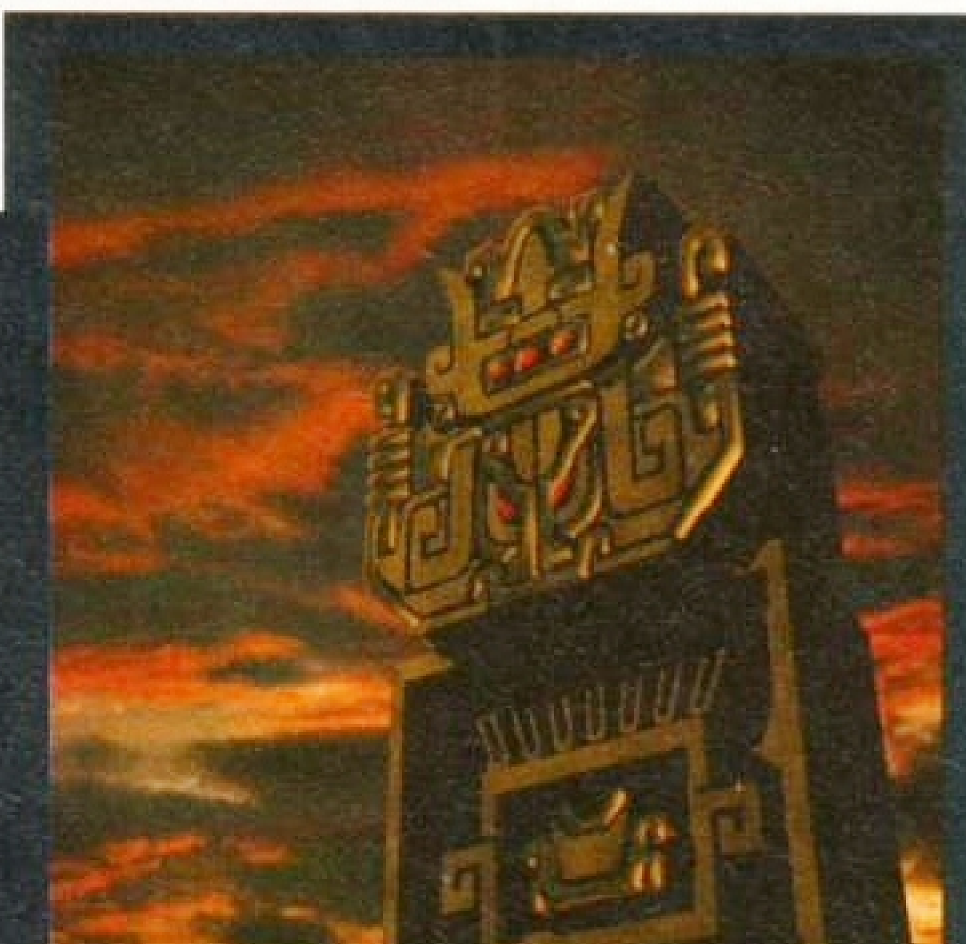
1) The Price

Back in the days when the 'Format' bit below the 'Amiga' on the front cover was much smaller and the mag was only £3.95, the world was a rosy place. I could buy *AF* in my local shop and take £4, coming back with the mag and five penny chews.

Then you put the price up to £3.99, so I had to buy a single aniseed ball instead. But now it is £4.50, I have to go to the shop with £5 (having squeezed the extra quid out of my dad) and then scoff 50 penny chews on the way home. I am now overweight. Oh, well.



REGAL RACE CAR *by Sean McClintock*
An interesting distorted 3D vision created using *Sculpt 4-D Junior* and *DPaint IV AGA*.



STATUE *by Peter Barnard*
A dramatic monument, modelled with *Imagine 3.0* and composed using *AdPro* and *DPaint*.



ENFANT DE... *by Jluc Faubert*
Full title 'Enfant De Tchernobyl', created using an MSP9000 24-bit card and *TV Paint*.

FONT FURY

I had read with interest the reviews of *Wordworth 3.1* and had considered purchasing it, when along came *Wordworth 3.1se* and the *Wordworth AFC* Coverdisk. And then, to my great delight, I read that I could get a free copy if I took out a subscription to your magazine.

Since I had purchased every copy of *Amiga Format* since buying my A600 and I intended to continue buying it, I considered it very worthwhile sending off my subscription, and looked forward to receiving my copy of *3.1se*, albeit without its box.

What do I find? Only one usable font is included in the program, together with four strange fonts which do not appear to be of much use to anyone. Looking at the "Read Me" files I find that by sending a further minimum payment of £30 to Digita International Limited I can actually get some more fonts to use with the program.

I wonder how many other purchasers of *Wordworth 3.1se* feel as I do. I have a first-class program, which fully justifies its magazine reviews, but it only has the one decent font. Why was this information not given in your review? Or is it just your offer program set up this way? I might feel really miffed had I paid the full price for the boxed version and found it to be the same.

Graham Riddy,
Kempston, Bedford

Spelling mistakes in *Wordworth 3.1se* are easily corrected – and so is a lack ot typefaces, if you buy Public Domain fonts.

To be fair, there are very many PD fonts available which you can use with Wordworth, and most Amiga owners have quite a selection of Compugraphic fonts. Your best bet would be contacting one of the many PD advertisers in the back of the mag who can easily and cheaply supply you with suitable typefaces.

2) Your Mag
Why do you not have C tutorials so that the younger generation can learn to program the Amiga so that it doesn't die again?
3) Your Coverdisks
"Sold for £95!" say the disks. What they fail to mention is that this was five years or so ago. And stop giving us these silly demos where you can't save anything. Fill it with decent Freeware instead.
4) Demos
Review more. You have let many classics pass you by. Such as? *Love* by Fairlight, *Full Moon* by the same people, *Wake up!* by Rebels, *Dosty* by Apex, *Whammer Slammer* by Rebels and *Technological Death* by Mad Elks. These are good demos that you have not (as far as I know) reveiwed.
5) The name
Change it to *Amiga Mousemat* because your mag makes a good one when you've read it.
6) Your E-Mail address
Print it more prominently as it is VERY hard to find!
42) Erm…
What happened to points 7-41? The ultimate question.

Matt Whitfield, The Masked Mailer

Let's do it by the numbers, then.
1) Perhaps you could put the extra 50p into a savings account, and save up to buy yourself a motorbike – then you won't be able to eat anything on the way home.
2) Our sister magazine Amiga Shopper *has been running C tutorials since the dawn of time, or shortly thereafter.*
3) We've had this one before. Whenever we quote a price, it is an RRP for the product. People who actually buy software like to see demos of it, and the demos are actually useful. Perhaps we should destroy the software industry by giving away up-to-the-minute full-priced packages, but even then, many A500/A500+/A600 owners would not get the full benefit.
4) We do review quite a few, but they take up too much space in the PD section.
5) Depends what sort of mouse you have.
6) It's in evey contact box in the mag.
42) Good.

TAKEN TO PC TASK

I would like to complain about the use of the term 'PC'. It seems to me that PC has come to mean an IBM/clone/compat, which, as everyone knows, it doesn't. What does it stand for, then? Well, PERSONAL COMPUTER.

I think that your magazine should be one of the first to use 'PC' in its correct way. If you want to refer to an IBM, do so by saying IBM.

Also, can you please extend the closing dates of your comps because by the time I (and most likely others too) get your magazine, the closing date has passed twice over. I usually get the magazine as soon as it arrives in the newsagents, which is about two months after the UK.

Martin Towell, Australia

On the use of 'PC' I take your point, and to a certain extent I agree. But, as you say, it has come to be common usage for PC to mean IBM compatible. I don't think that by replacing PC with "IBM and compatibles" everywhere we mention it in the magazine we would make any headway against all the manufacturers, advertisers, owners, other magazines and above all, even our own readers.

We do try to give realistic dates for our competition entries, usually about 3 months. Sometimes the nature of the prize makes this impossible.

MULTIMEDIA MOAN

Please explain to me why people have started using the phrase 'multimedia'. Multimedia must mean more than one medium: so, when I look at my TV, I can see the pictures and hear the sound and, if I want to, I can page 888 and get the words on the screen, hence this must be multimedia.

Most multimedia isn't interactive – it's just that it comes on CD-ROM, so people have massive amounts of information they can access. Multimedia is just a phrase that sounds interesting while the actual reality of it isn't.

DB, email

If you gathered together the top 'multimedia' people in the world, stuck them in a room and refused to let them out until they all agreed on a single concise definition of the word, we'd probably never see them again.

Unfortunately, multimedia can mean whatever you want it to – but it is generally taken to mean some sort of interactive, educational, information-based leisure product.

MAKE THE LINK

I read the link-up games bit (*AF71*) and agree totally with the idea that this is the way games houses should go in the future.

I have an A1200 and A500 that I can link to play *Knights Of The Sky* and *Skidmarks* with friends. Imagine my delight to discover in the docs of *Lords Of The Realm* that you can play against another human.

Right, I thought, some serious butt kicking. How wrong I was. It seems that Impressions have not implemented the link-up option on the Amiga.

I was wondering if you could give a bonus in your scoring system for games that have link-up options. Even a bog-standard game can take on a whole new feel if you know you are playing against another human.

Mark Burilin
Mark.Burilin@f223.n250.z2.fidonet.org

I'm sure that Mr McGill would agree with your recommendation. Most arcade style games are best played against a human opponent, and the experience can be much more exciting when played against a stranger you can't even see.

BRILLIANT ALIEN BREED

I am sure you have been, or will be, inundated with letters full of praise for Team 17's as-yet-unfinished *Alien Breed 3D*. Believe it or not, they have saved me a lot of money. Why? I was going to buy a PC just so that I could run the excellent *Doom*.

Perhaps, though, you could indicate whether there will be the option of better fire power, pause button, gore level, skill level or auto mapper? Of course, I realise there may be better guns available in the demo version, I just might not have found them yet!

I believe that these functions would broaden its appeal and make it a better game than *Doom*. If they want someone to play-test it, send me a copy – I love it!

Mark L Bryant
Hove, East Sussex

We will, of course, review Alien Breed 3D in full when it is released, and all your questions will be answered. It's a bit drastic to sell your soul just to play a game, isn't it?

Just from our demo of an early version, *Alien Breed 3D* looks like a winner – but will it include lots of extra features?

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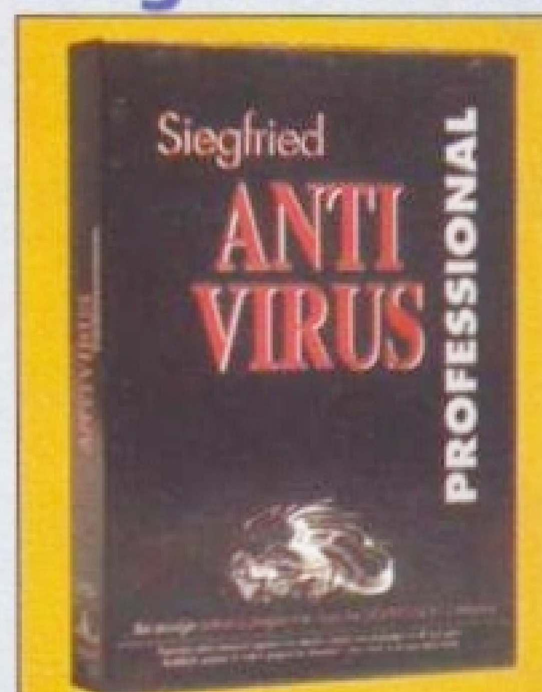
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NEW!

Description	Siegfried Antivirus Professional		
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The Serial Killers



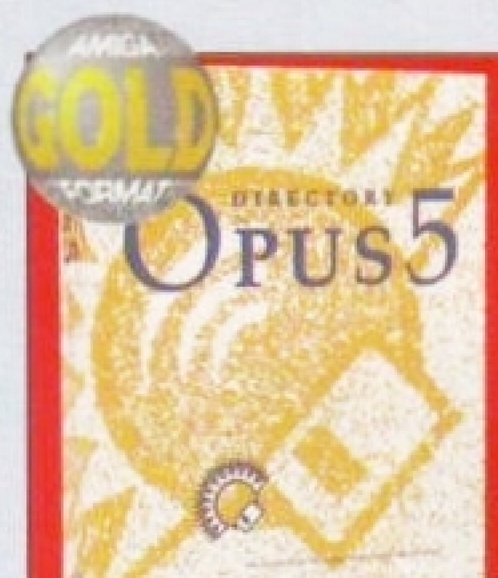
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NEW!

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Personal Paint 6.1 and Personal Fonts Maker 2



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Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

NEW!

Description	PPaint 6.1 Personal Fonts Maker		
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Music-X 2

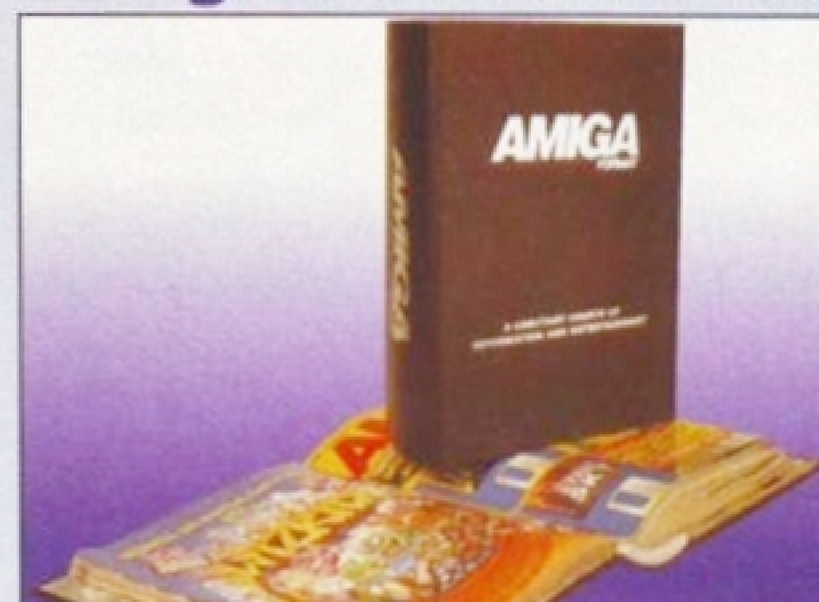


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
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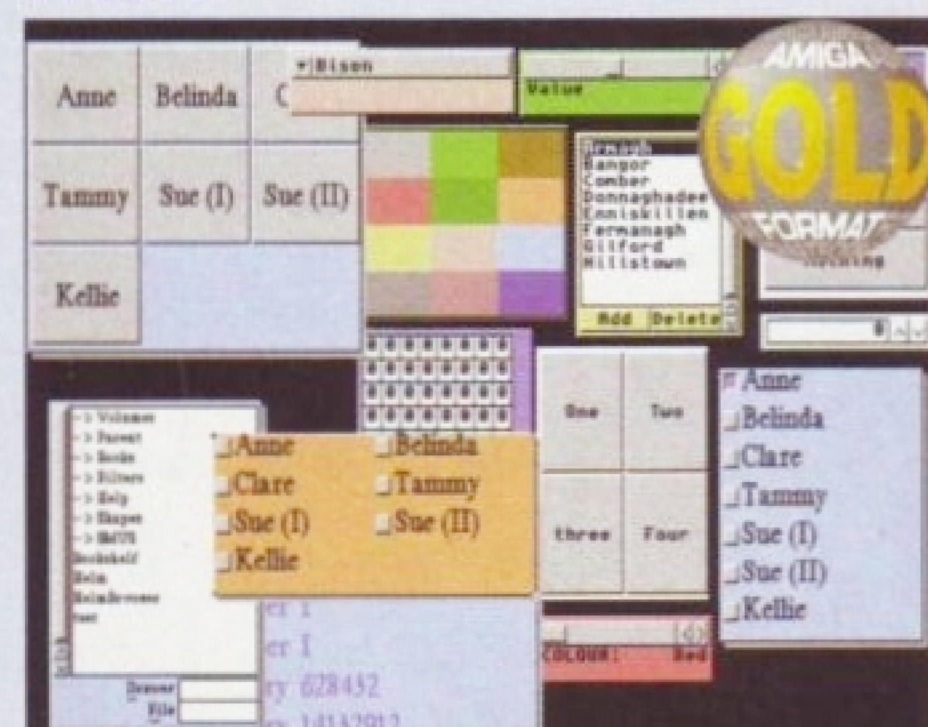
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Helm



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Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere."

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III

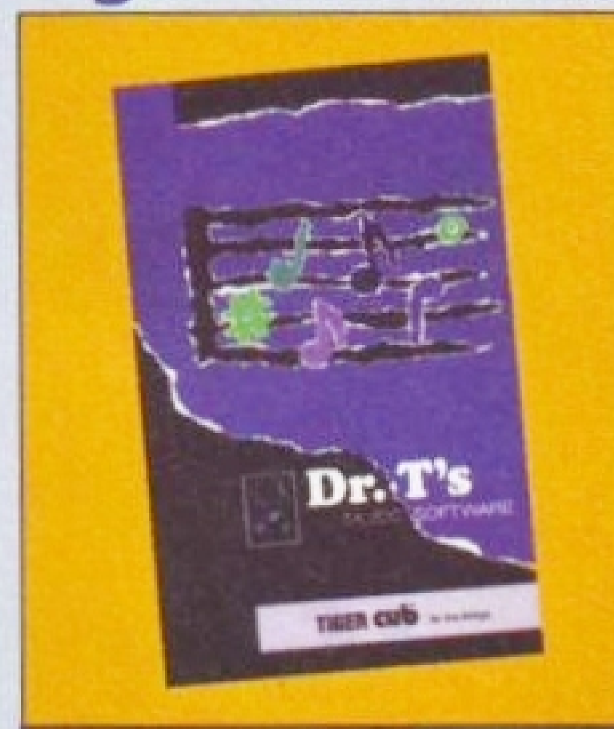


If you have a CD^{32} and an Amiga then with Communicator you can use your CD^{32} as a CD-ROM – and it brings many new features including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
CIII code	AMF505	AF Price	£69.99

Tiger Cub Manual

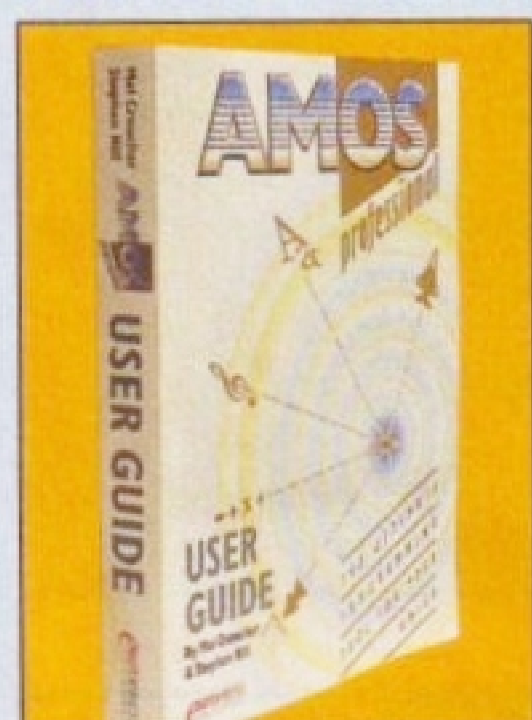


To get the most from your excellent *Tiger Cub* Coverdisk (*AF66*), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual		
Order code	AFTCM	AF Price	£9.99

AMOS Professional User Guide

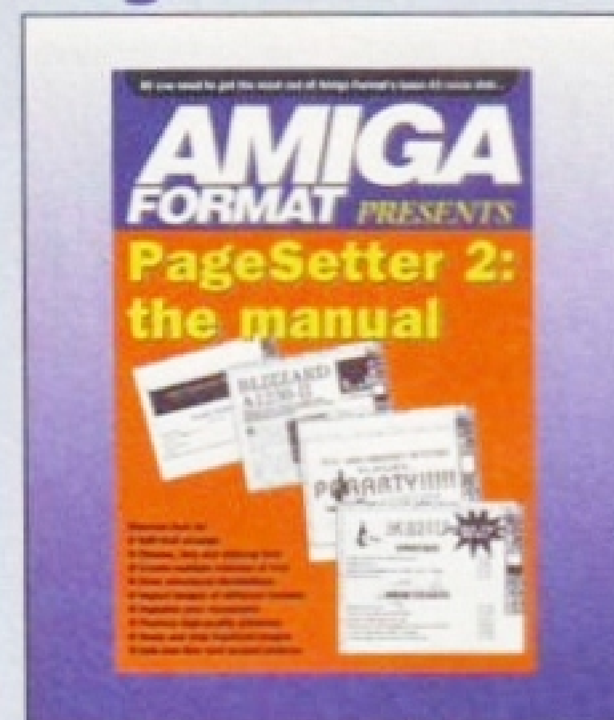


This is the official manual for our wonderful *AMOS Professional* Coverdisk from *AF67*. The 650 pages gently introduce new users to the delights of programming in *AMOS* (97%, *AF40*) and then guide you through the many advanced features of this truly astonishing programming package.

Co-authored by industry guru Mel Croucher, this reader-friendly official manual contains all the essential information you'll need to get the most from our remarkable *AMOS Professional* Coverdisk.

Description	AMOS Pro Manual		
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PageSetter 2: The Manual



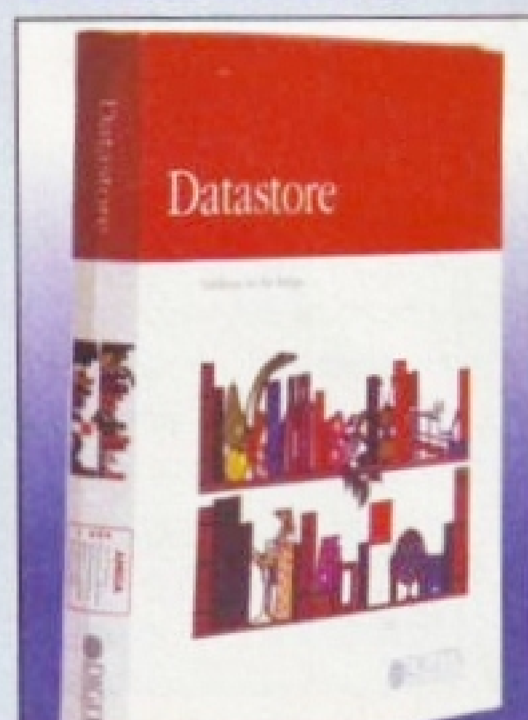
To enjoy the full benefits of the brilliant *AF63 PageSetter 2* Coverdisk, you need the official manual. Learn how to design, create and print your own leaflets, posters, party invites and stationery with in-depth tutorials.

The manual also contains information on importing format images, formatting text, drawing structured illustrations and a full listing of keyboard shortcuts.

With our Coverdisk and the full manual a whole new world of Amiga design and desktop publishing will open up before you.

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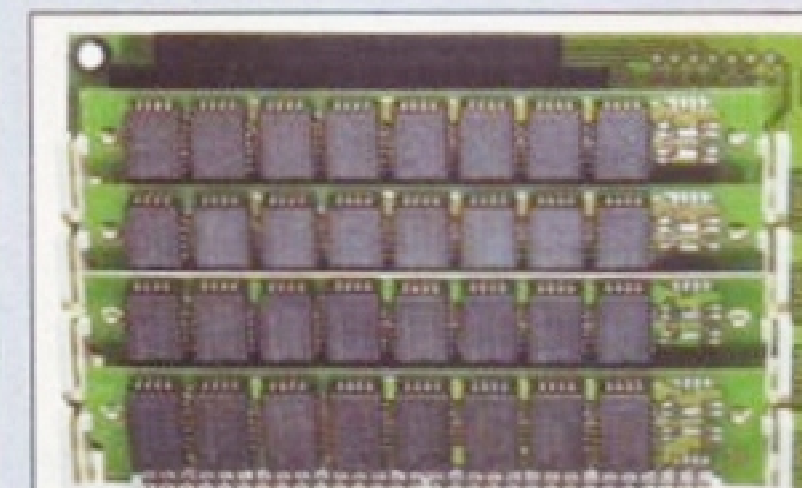


The full version of our tremendous *AF68* Coverdisk is available now. *Datastore* is a revolutionary database, which is accessible, sophisticated and powerful, yet easy to use. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date *Amiga Format* Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datastore		
Order code	AFDAST	AF Price	£49.99

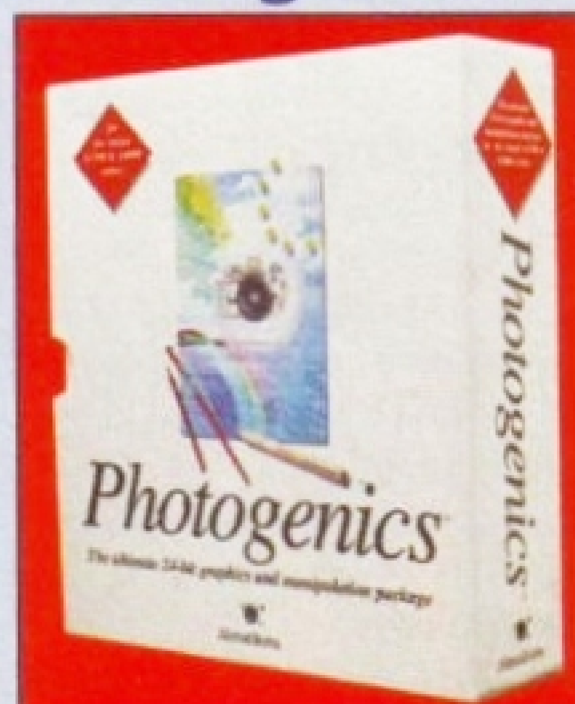
A500+ And A600 1Mb RAM Upgrades


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so take this opportunity to upgrade at an astonishingly low price. These boards for the A500 Plus and A600 simply plug into the Amiga's trapdoor connector. They are built to the highest standards and are fully guaranteed for a year. Upgrading to 2Mb will give both your machine and your productivity a boost.

Description	A600/A500+ 1Mb RAM Upgrade		
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A500+ code	AF5P1M	AF Price	£29.99

Photogenics

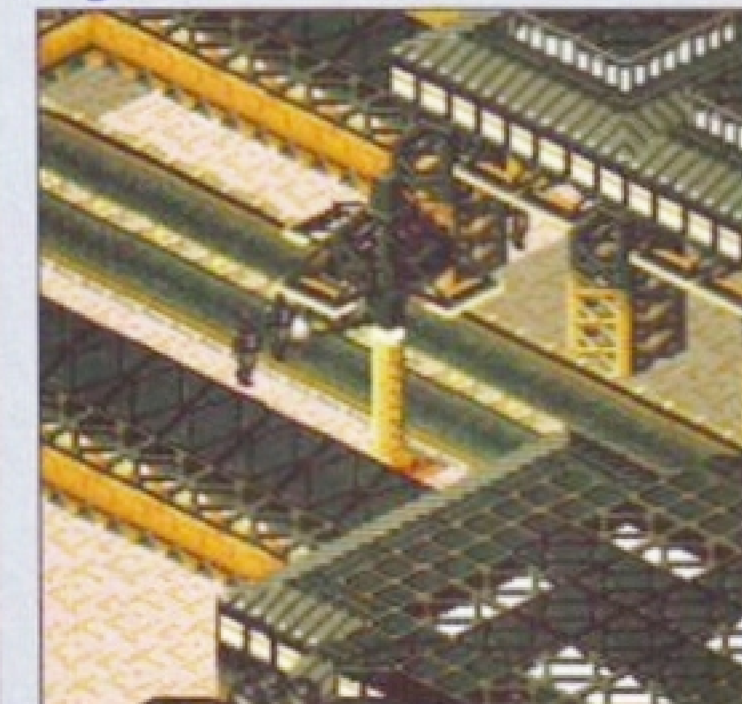


There can't be a single Amiga owner who isn't aware of this package and the incredible impact it's had on the Amiga scene. Read our review in *AF68*, try our exclusive Coverdisk demo from *AF69* and prepare to be amazed.

The most talked-about Amiga image manipulation package ever also brings you the creative freedom of a traditional paint program. Amazingly, *Photogenics* does NOT require a 24-bit graphics board but runs on an Amiga with 2Mb of Chip RAM and Kickstart 3.0 or higher. An AGA chip set is required for colour display.

Description	Photogenics		
Order code	AMF508	AF Price	£54.95

Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions. You can't buy this disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions Disk*.

Description	Syndicate Missions Disk		
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Sensible Golf

Play around with this five-hole demo of Sensible Software's new release. With full instructions to get you in the swing.

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Coverdisks: Add JPEG support to your software with *Pegger* and create a book with *Magic Storybook*. Plus *Virocop* demo and 10 years of the Amiga feature.

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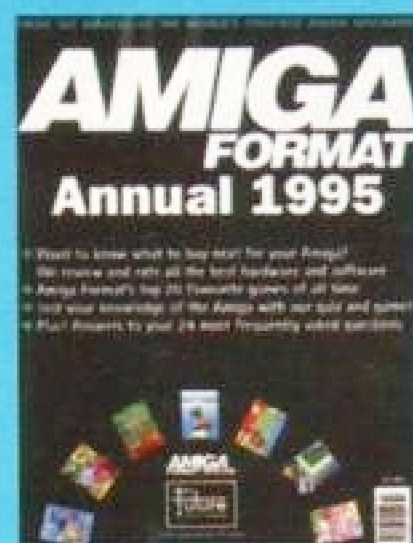
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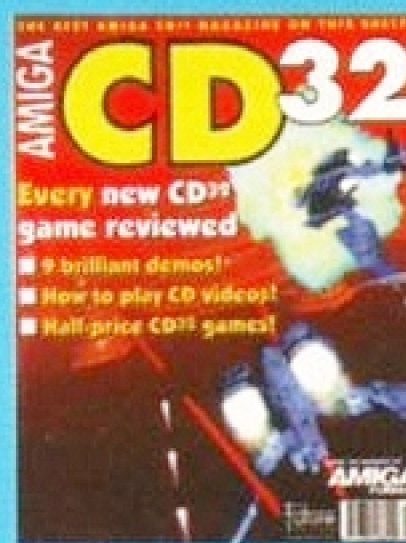
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Coverdisks: Get the best out of Workbench with the excellent *DiskMaster 2* utility, and experience the moody might of our magnificent *Beneath A Steel Sky* game demo.

Want to see what the future holds? If so, order last month's (!) issue NOW!

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The ultimate buyers' guide to the current state-of-the-art in Amiga programs and add-ons – every essential piece of hardware and software is reviewed, rated and explained by *Amiga Format*'s experts.



AMIGA CD32 ISSUE 1
This magazine was written by Amiga games experts and carries comprehensive reviews of the best available on CD. The mag has a Coverdisc packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD^{32}. Essential.

Other *AF* Specials still available are:

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Everything you need to know to get started with your Amiga.

No. 8 *Amiga Format* Annual 1994
Expert analysis of what 1994 had in store for Commodore and the Amiga.

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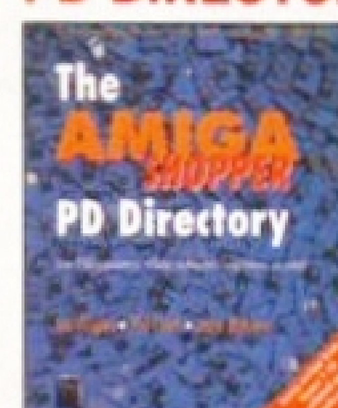


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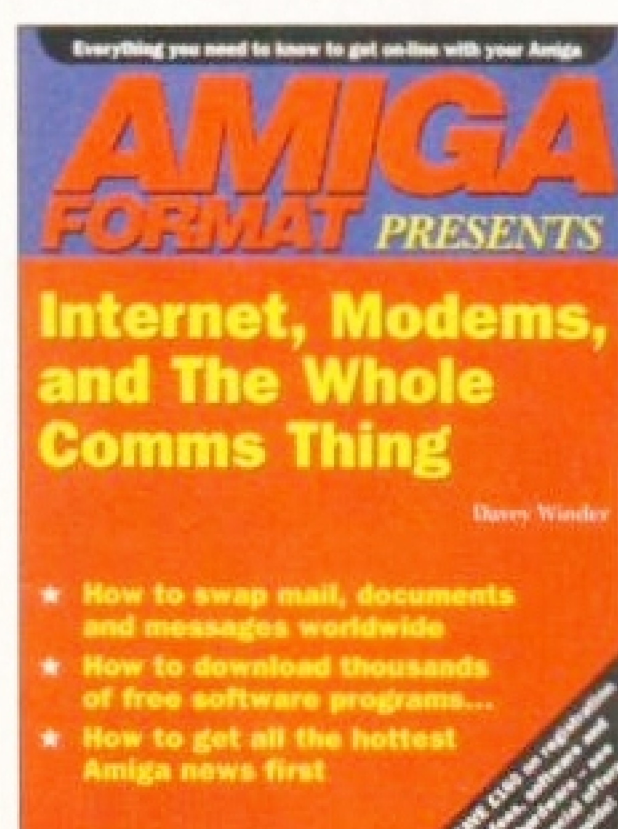
WORDWORTH COMPANION



This comprehensive guide to the excellent *Wordworth* word processing package was written by DTP and word processing expert Larry Hickmott with the full support of Digita International. *The Wordworth Companion* contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

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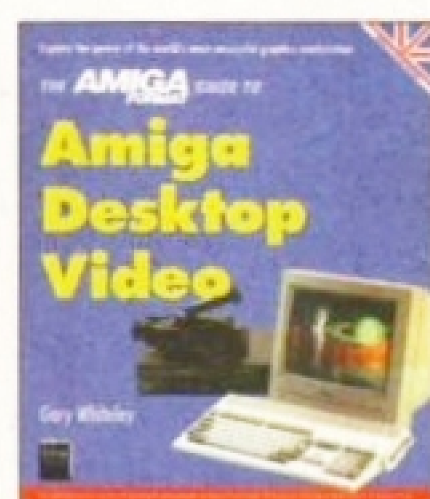


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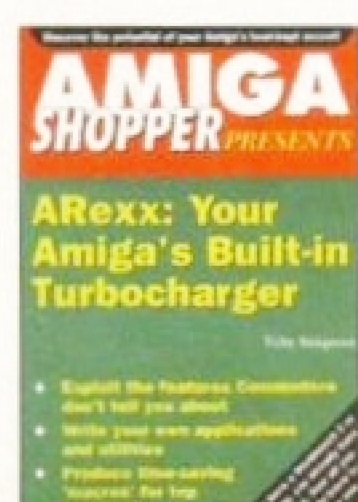
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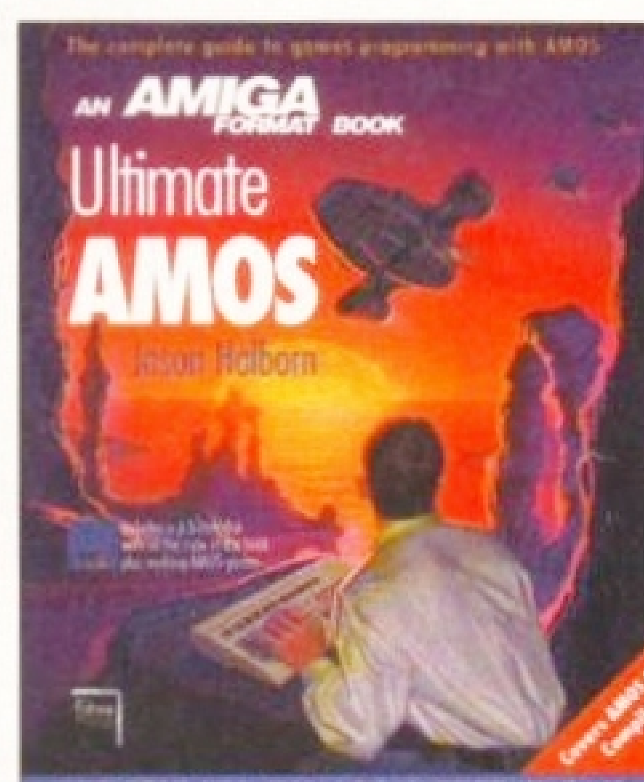
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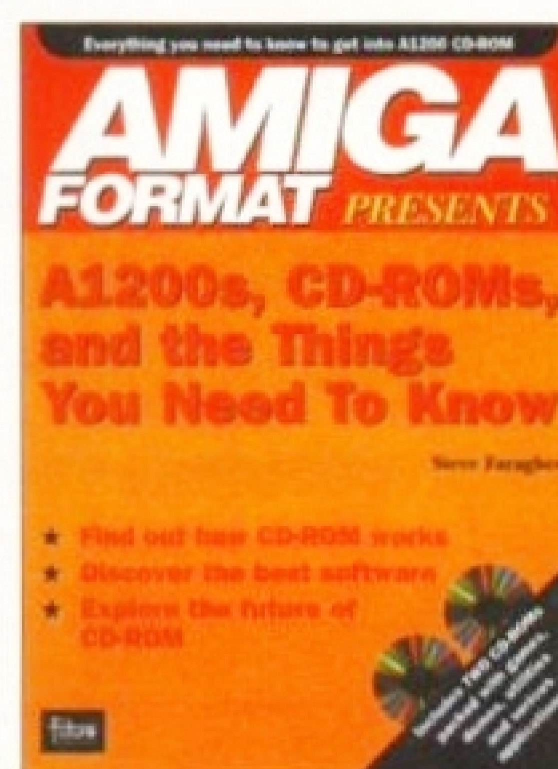
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Explore the full potential of *AMOS* with easy-to-understand descriptions, diagrams and dozens of example *AMOS* routines. All you need to produce your own Amiga games is a smattering of *BASIC* knowledge, *AMOS* – and this 400-page book! It includes a disk with all the author's routines and four skeleton games.

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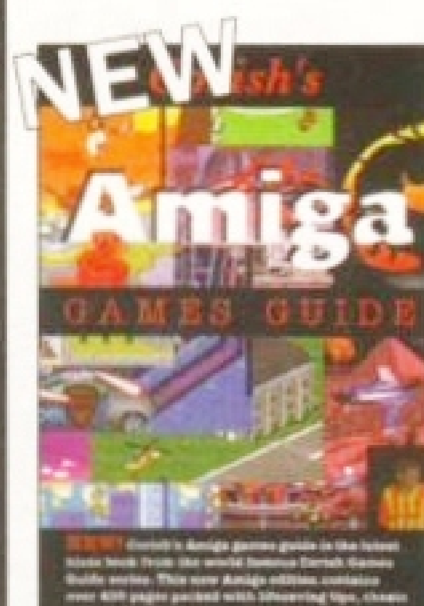


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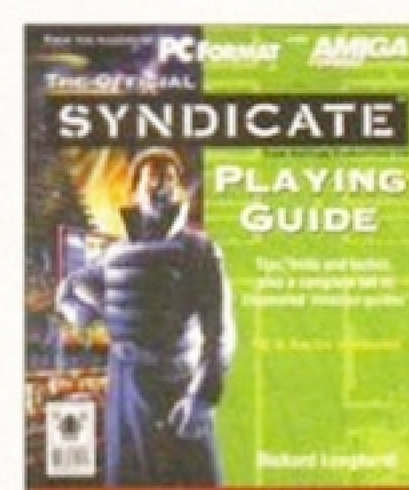
CORISH'S AMIGA GAMES GUIDE



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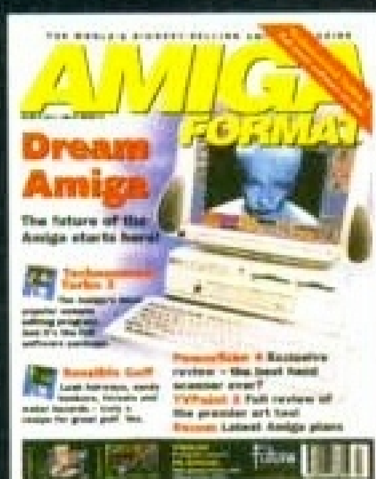
SYNDICATE PLAYING GUIDE



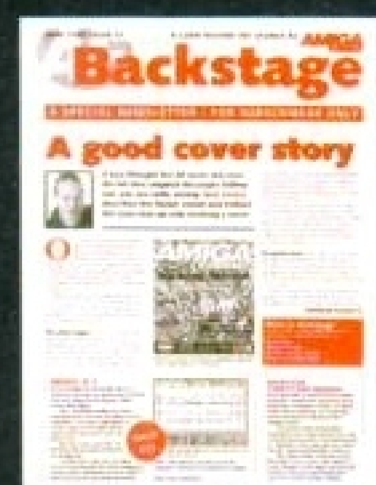
Find out how it's done with this *Syndicate Playing Guide*. You'll find full walk-through instructions and grabs of the key moments for all 50 missions of *Syndicate*. Now there's no excuse for losing!

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You know, it's a funny old world. Only a couple of months ago we were dismayed to have to put up the price of *Amiga Format* to £4.50 because of the price of trees. However, if you bypass the newsagent, you can save 44 pence an issue and have the world's best Amiga magazine delivered to your door. Now, if you take 44 pence from £4.50 it leaves £4.06, just seven pence more than the *AF* cover price before the increase. So, what do you get for your 7p? Well, there's 12 issues of *Amiga Format* delivered to your door at a rate of one a month, plus two Coverdisks featuring the best creative programs and the latest game demos. Then there's *Backstage*, our subscribers-only newsletter packed with lively debate, behind-the-scenes news, special offers and competitions. Plus the totally remarkable Subscribers' Superdisk, an extra disk featuring the best PD utilities and games hand-picked by the *AF* team. Subscribe to the *Amiga Format* experience – it's the best 44 pence you'll ever save.





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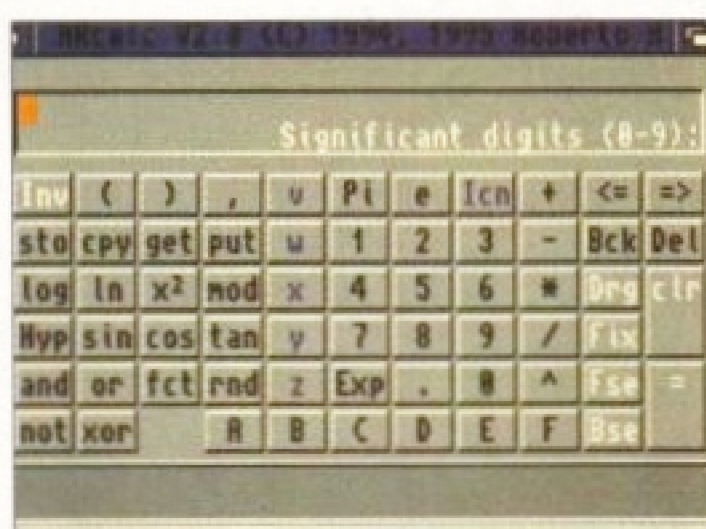
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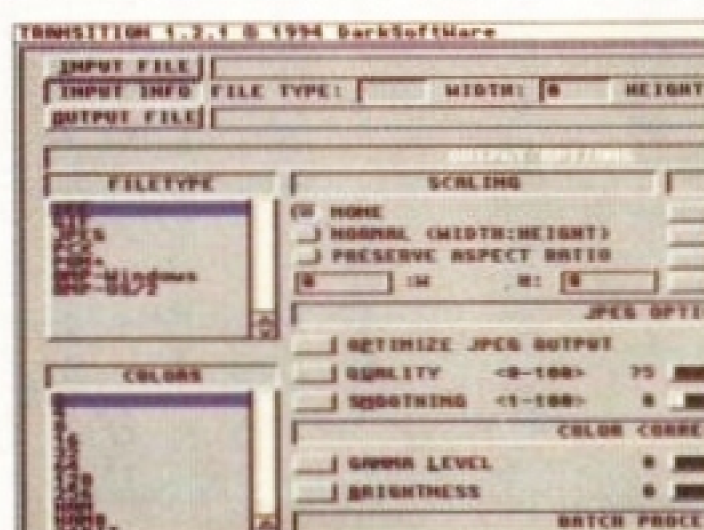
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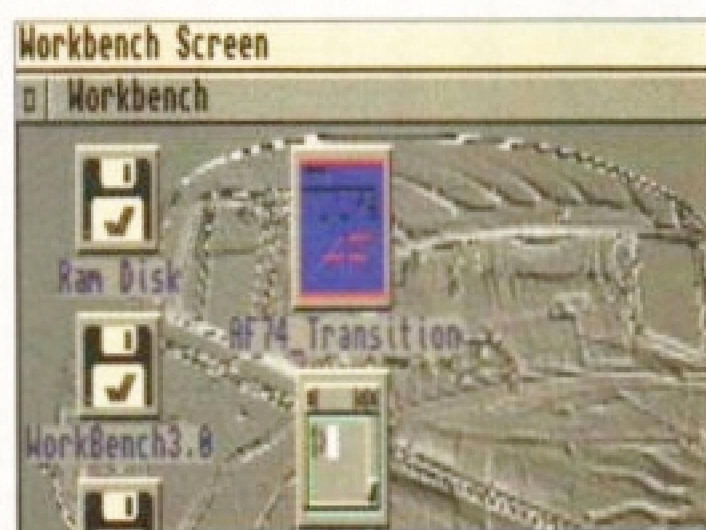


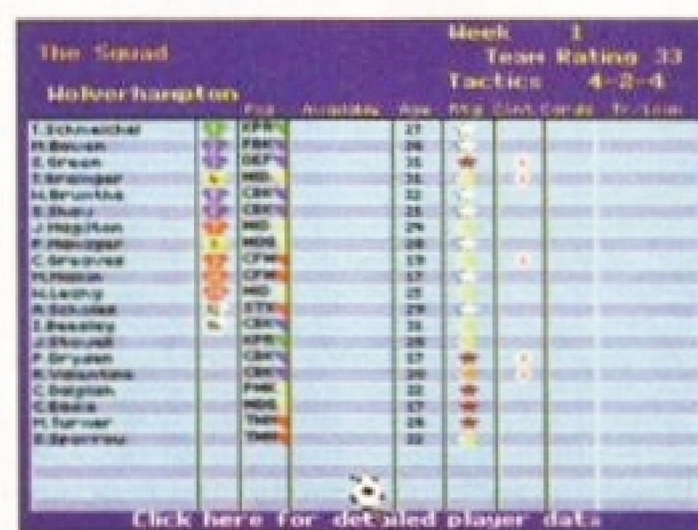














Try out an image processing program that will automate file conversion – and make the most of a host of other great utilities.

Become the manager of your own team for a whole season – buying, selling, playing... hoping to get a result.



Player Manager 2

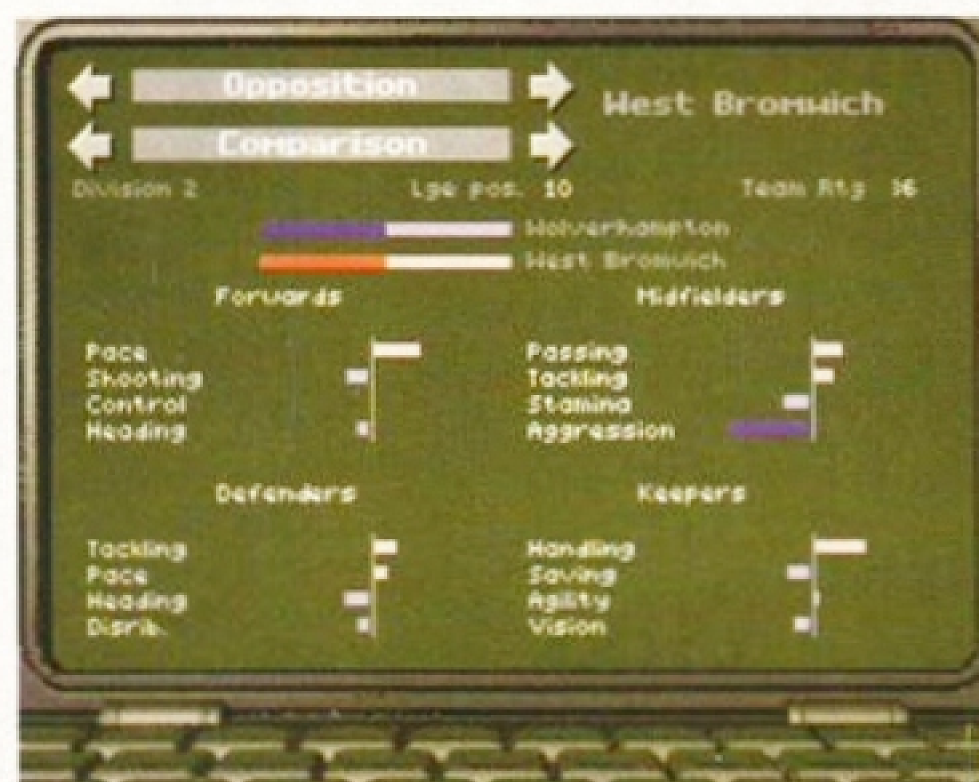
You might get your kicks on matchdays, but you still have to turn up for training. Coach Steve Bradley has the moves down on paper...

ONE WHOLE SEASON. Not bad, eh? You're the boss of Second Division Wolverhampton (with due respect, in real life they are, of course, a First Division team) and you must guide them through the stormy sea that is league football. Cups, too.

Player Manager 2 is Anco's follow-up to *Player Manager,* released but five years ago and a game which received the whopping *AF* score of 93%. The sequel is huge, with both management and arcade options, though the emphasis is more on the management side. This demo is packed to the gills, and obviously Anco have had to leave out loads of features – but you can still play *and* manage a full season, as well as buy and loan players. Heck, what more do you want?

WIN IT – QUICK!

Five copies of the full game are up for grabs from Virgin. Simply spot the deliberate grammatical errors in the demo text, jot them on a postcard and send it to: Just Their Little Joke (Honest) Compo, *Amiga Format*, 30 Monmouth Street, Bath BA2 2BW. And get your entries in by 31st July. This year.



Check out how the opposition compares to your good selves before the game and plan tactics accordingly.

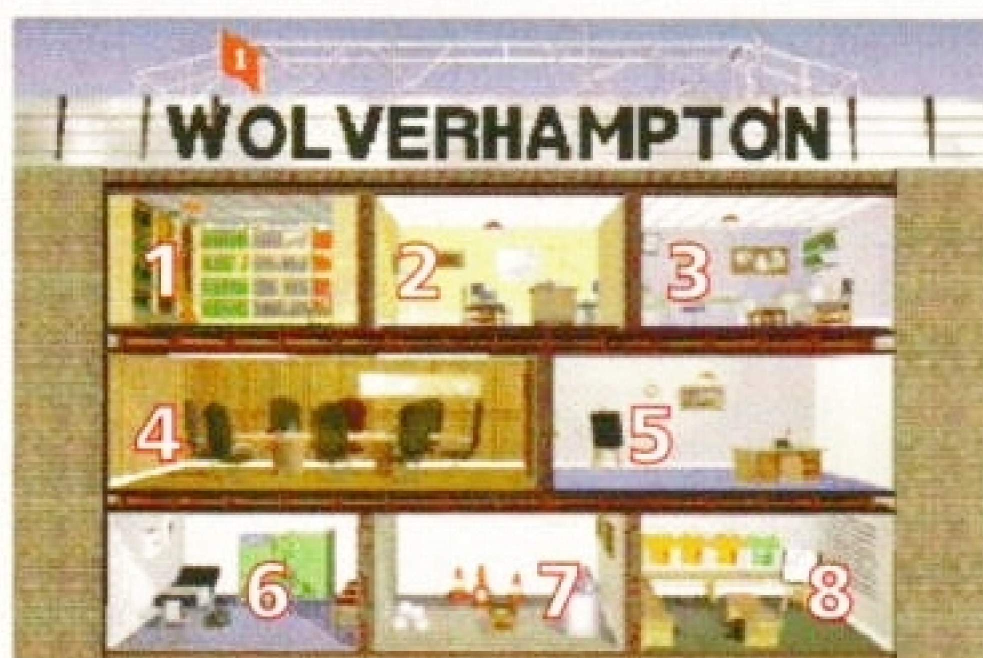
Loan List

	Pos	Age	Div	Rtg	Rnk	Int.	Nat	Weeks	Wages
B.Todd	TMN	18	2				Eng	5	180
B.Barker	TMN	17	1				Eng	6	560
R.Pittock	CFW	17	3				Sco	6	60
B.McGinley	STK	20	P		16	Past	Sco	5	4660
G.Bergkamp	STK	19	P				Dut	6	2920
C.Whymark	STK	19	P				Eng	6	2920
O.Weir	STK	18	P				Eng	5	2300
M.Williams	STK	19	P				Afr	5	2620

Kpr Def Mid Fwd Transfer Loan

When you're considering buying or loaning players, remember to check their wages as well as the fee.

The biggest football management demo ever? We think so. Take the helm at Wolverhampton and you can not only manage but also play A FULL SEASON of league and cup matches in our exclusive *Player Manager 2* disk.

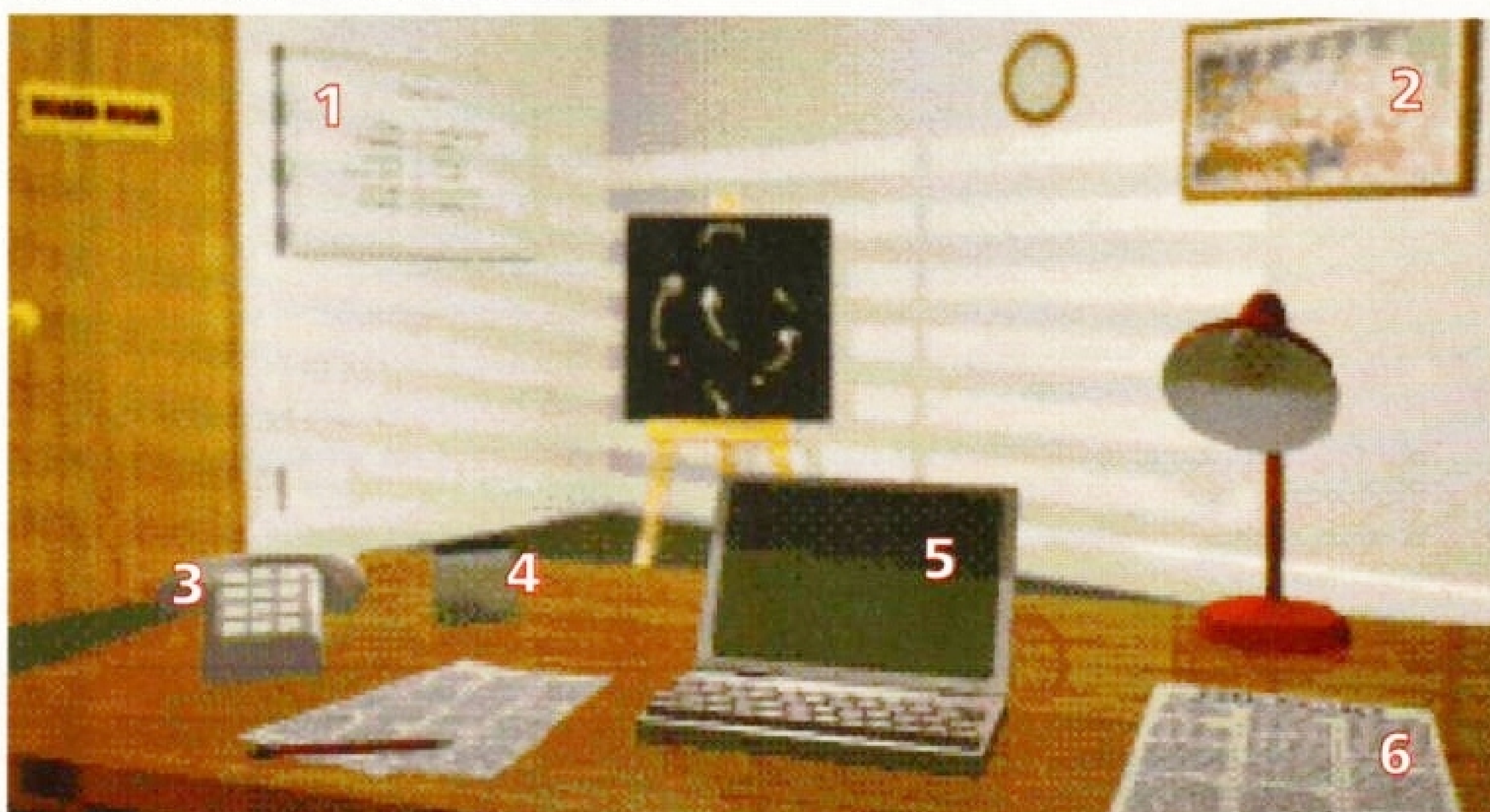


AROUND THE GROUND

Numbers one, five and eight are the important areas here. One holds the archives while five is the manager's office where all the important business takes place. Click on eight when you're ready for the big match.



The full version of *Player Manager 2* features four different arcade playing perspectives; top-down, isometric, above-sideways and not-quite-so-above sideways. Our exclusive demo features the tried-and-tested top-down view. Ready for the toss-up?



THE GAFFER'S OFFICE. NOW, WHERE'S THAT DRINKS CABINET?

OK, here's your main power base. Number one: check out your fixtures. Two: pick your team and find out all the details of the players – their attributes and such-like – and build yourself a balanced squad for the match ahead. Three: make that call to buy or loan players. Four: shows you the fixtures, results and league tables for that week. Five: details the opposition for the week, as well as the club's financial details. Six: the weekly newspaper report.

You start with £500,000 in cash and a heap of ambition. Can you take Wolverhampton to League and Cup glory? The players' statistics must all be taken on board as you attempt to put out a balanced team – also taking into account the opposition, of course.

But don't just go by the players' star ratings when picking the side. You have to look at a player's 15 different attributes and decide how best the team should play. Go on, experiment. That's what old Tel does, apparently.

And remember – Alan Hansen is on board to give his match predictions, while the Anco Times faithfully produces a report of each game you play.

If you generate enough cash, the transfer market can be used to strengthen the squad. Occasionally, you receive bids from other clubs for your players. Can you afford to sell, or could you get a superior replacement at a lower price?

The archives section provides in-depth information about clubs in other divisions as well as results and league tables, but once the season is under way, you should pick it up with ease.

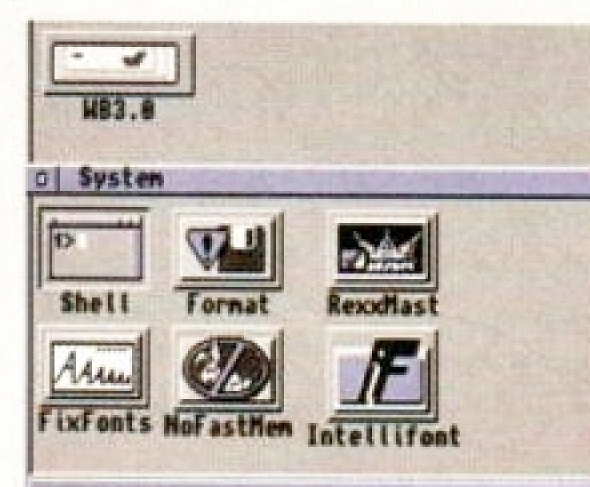
There are three ways to play. You can watch the match, play the match (using the overhead perspective) or simply click though a bit of text. It takes a bit of time to get used to playing – particularly for those who've played a lot of *Sensible Soccer* – but persevere. Fans of *Kick Off 2* will have no trouble. Because Anco have given you a full season, there wasn't room for sound, nor can you make substitutions during play, but hopefully you'll get the gist of the game during the season.

So, point 'n' click your way around, discover the ins and outs and, Mr P Manager, best of luck. The board gives you a vote of confidence.

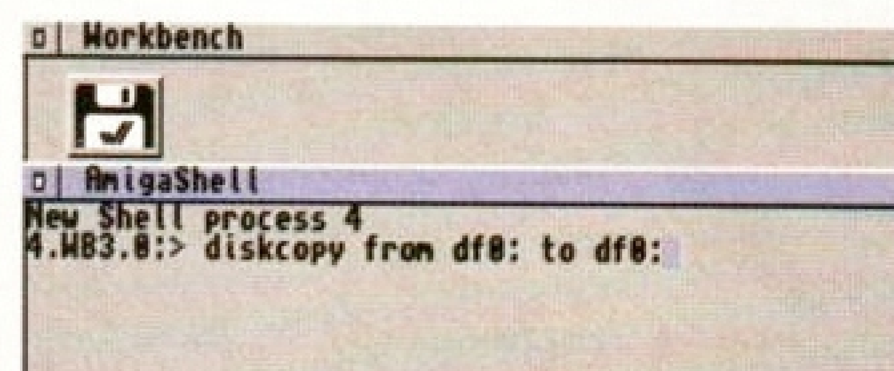
'Transition' overleaf ➡

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

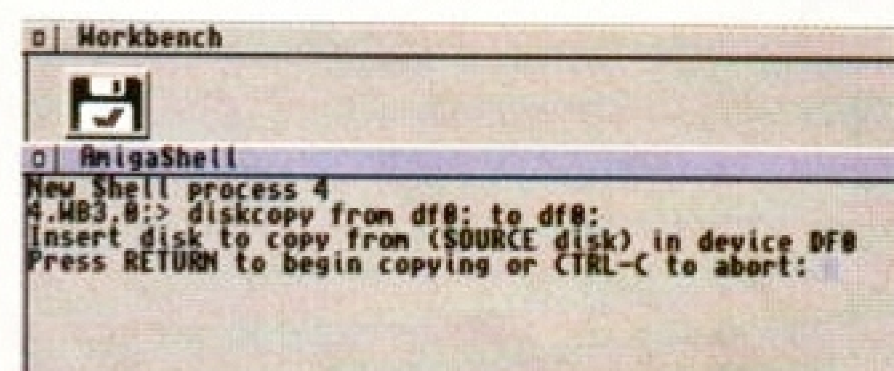


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

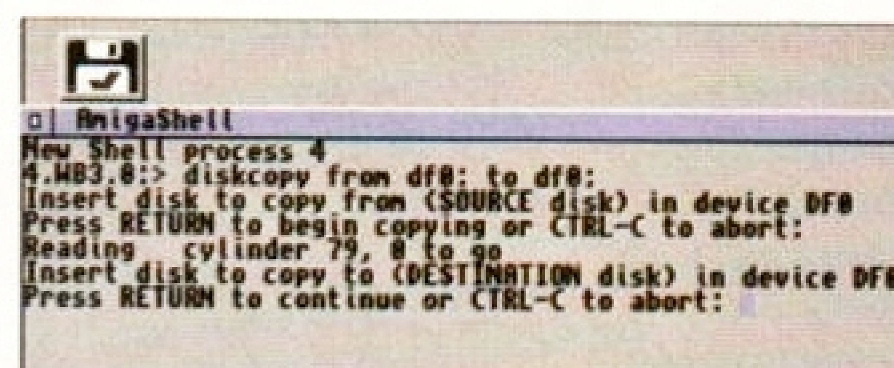


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

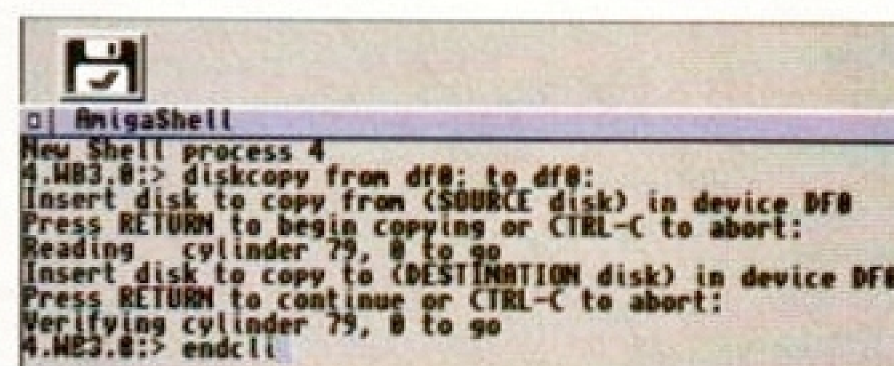
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.

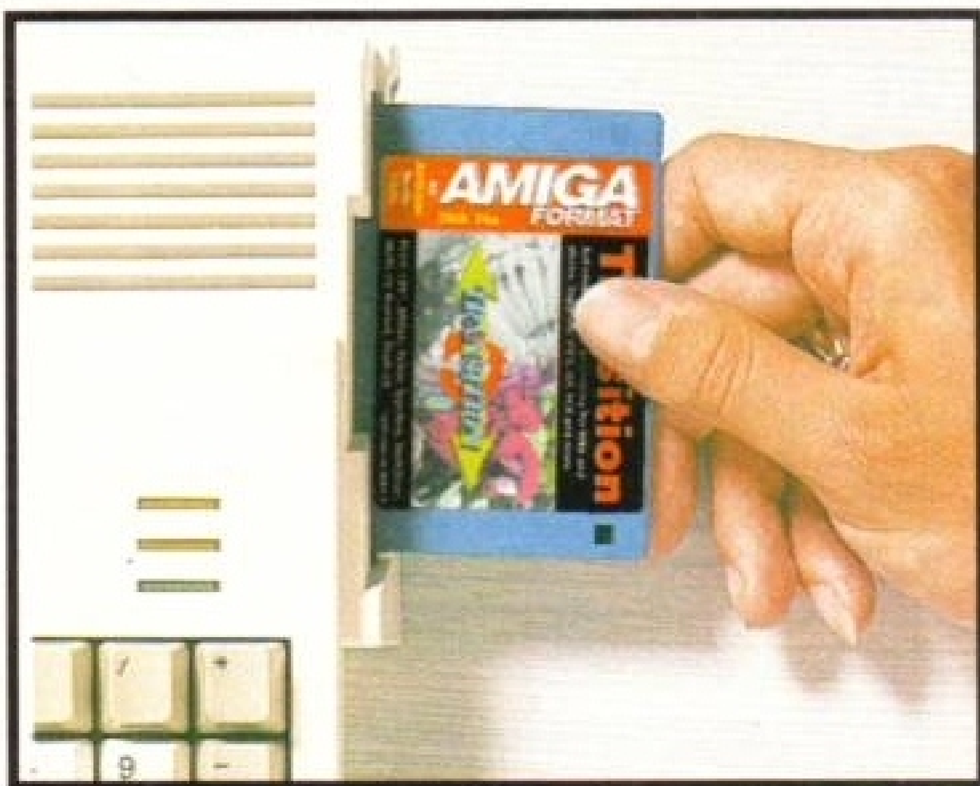


5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

***Amiga Format* (insert name of disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.**



Transition

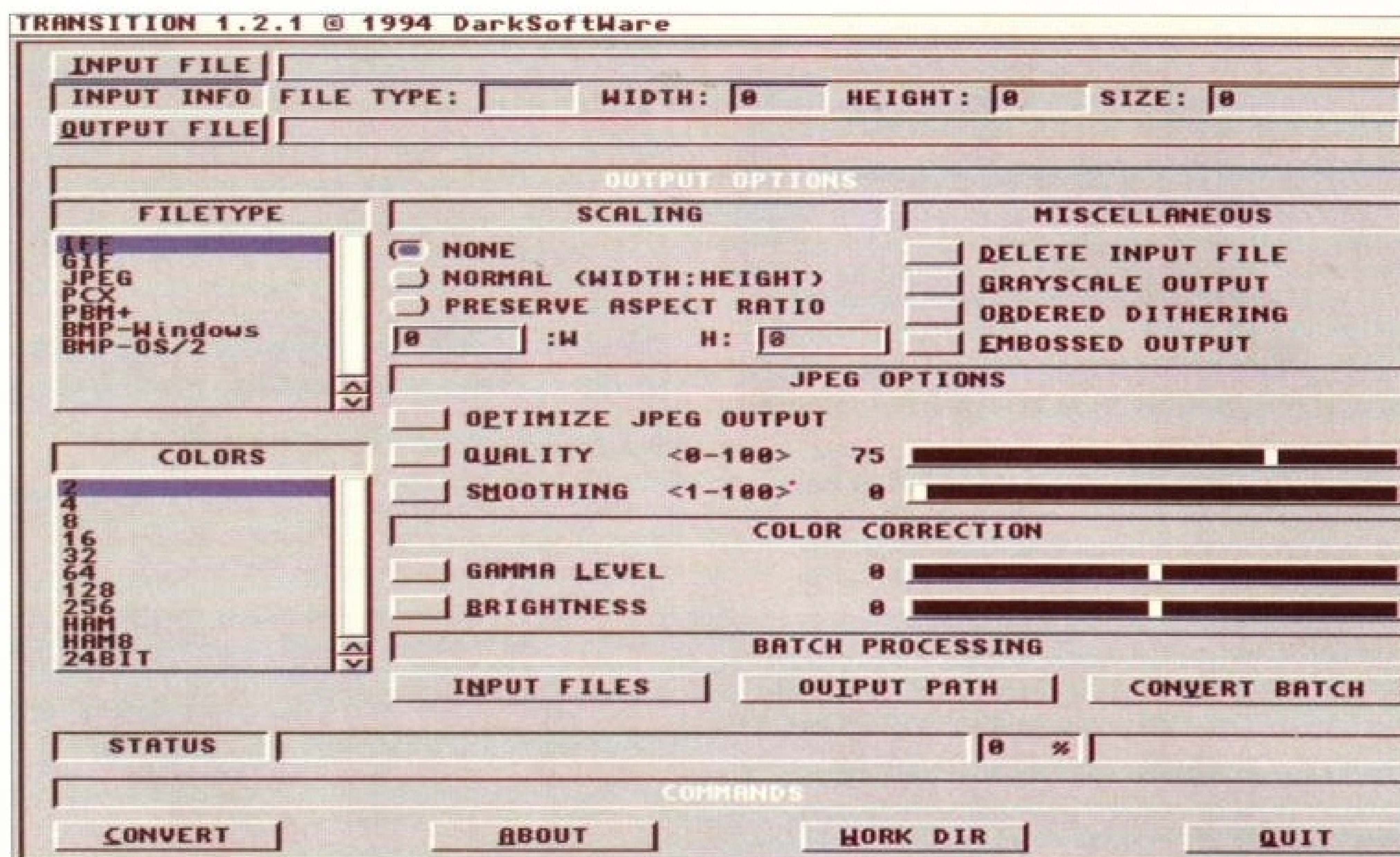
'Image conversion and processing' might sound a little technical, but it means you'll be able to use any picture you want, no matter what the format. David Taylor introduces *Transition* – and lots of other goodies too...

Everyone likes messing around with paint packages, but sooner or later you discover that many of the picture files that you come across are stored in different formats.

The Amiga's usual image format is IFF (as used by *Deluxe Paint*), but other formats, like JPEG or GIF, quite often crop up – especially if you're getting pictures from PD image libraries or from other types of computer. If your paint package can't use all the odd file types around, you really need a convertor to change them to a type you *can* use – and that's where *Transition*, the image manipulation program, comes in.

To use the program load Workbench and then insert the *Transition* disk. Double-click on the icon and you'll be shown a requester. *Transition* needs a place to store temporary files while it works on them, so you are asked to decide where this should be. If you've got loads of RAM, use that, but if you've only got 1Mb RAM, you should direct it to a blank disk (or temp directory, if you have a hard drive) for use as a sort of virtual memory.

The program couldn't be easier to use. At the top there are input and output paths for the files. As you can guess, all you have to do is select the picture you want to load as the input, and tell *Transition* where to put the finished picture, which is the output. Then select the changes you want to make.



***Transition*'s interface has all the options laid out in a way that makes them very easy to find, with everything from format conversion to image manipulation on the same screen.**

You might just want to change the file format of the image, or you might want to process it too. The 'filetype' window enables you to choose the file format that the image will be saved in, with the number of colours in the image shown underneath. If you are outputting as a JPEG, then there are options to control the quality of the output and any smoothing you might want to include.

The processing options are simple too. An image can be scaled (made larger or smaller), with the aspect ratio kept intact if you want to avoid stretching the image. Should the image be too bright or too dark, the gamma (which roughly equates to contrast) and brightness levels can be altered. You can also choose to change the image to greyscale, add an embossed effect and delete the input file after the changes are made.

One great beauty of *Transition* is that your changes can be applied to whole sets of files automatically, using the 'batch processing' feature, which cuts out tedious repetition.

The easiest way to get to grips with *Transition* is to try it. Several samples are supplied, but you'll soon be processing your own images without any trouble.



There are several sample images like this one to get you started, but you'll soon be using *Transition* with your own library of pictures. There's nothing simpler to use. Well, perhaps a light switch is a little bit easier, but there's not much in it...

AND THAT UNBELIEVABLE UTILITIES BONANZA!

Yes, that's not all! Oh no! Not only do we bring you the fine and dandy *Transition*, but also this month's disk packs in another two diskfuls of utilities...

UTILITIES DISK ONE

ARCalc 2 (WB2+)

It's always been a bit stupid that you've got a powerful computer sat on your desk, but that the desktop calculator on Workbench looks like a poor effort from the 1970s. *ARCalc* can change all that. It's a full-featured scientific calculator that has just about every function under the sun. It has the obvious sin, cos and tan for all those curvy calculations as well as log, square, pi, and programmable functions. The calculator also operates in several different bases, including decimal, binary and hexadecimal.

LZX 1.2 (WB1.3+)

How, we hear you ask? How the hell do we get so much on to this one disk? Black magic, we reply. OK, that's a lie, but we do use this program. It's a CLI command, which means you won't be able to see anything if you open the window on Workbench (unless you show all files on WB2) and you will have to use the CLI. It works in much the same way as the Lha command, using 'x' to extract files and 'a' to add them. The full amigaguide gives you all the answers as well as an interesting insight into the history of archiving. This version not only packs better than *Lha*, it's faster too – and it can even de-archive .lha files 10-35% faster than *Lha* itself can.

MultiDOS (WB1.3+)

Those users who are lucky enough to have Workbench 2.1 and above will already have the ability to read PC floppies on their computer. For those who can't, *MultiDOS* is the answer, enabling you to read from and write to PC disks, and so transfer data from the Amiga to the PC. Shameless plug: the integration and use of this program is discussed in detail in *Amiga Shopper's* emulation feature, in their August issue.

Multicv (WB1.3+)

OK, so you can now transfer data to the PC and the Mac, but when you transfer ASCII text files, you keep getting rubbish characters in the middle of your nice document. You need this, mate! *Multicv* will convert ASCII to and from PCs and Macs, making sure it all remains OK.

FlushCX (WB2+)

In WB2 the idea of commodities was introduced. These are small utilities that alter the way in which your Amiga functions, such as mouse accelerators or screen blankers. Most people have one or two of these running, but if you're low on memory, it can be a pain when you really do need to squeeze every last drop of RAM out of the Amiga and you know that some little utility is stopping you. *FlushCX* will solve the problem, by killing all commodities (or just a few of them if you need one or two left in place).

UTILITIES DISK TWO

Remind 1.5 (WB2+)

Wouldn't it be nice if your friendly Amiga could remind you when you're supposed to be doing something else? Enter *Remind 1.5*, stage left.

It's easily configurable. Just load the program and press the hotkey (shift f8 by default). The main screen appears and you can enter the alarm function together with a message to tell you what it is you're supposed to be remembering, which is probably why it's called *Remind*.

When the time comes, up pops the message and you've been reminded. *Remind* has more tricks up its sleeve, too: it can be set to launch programs at specific times, so you could launch a virus checker every week to scan your disks, for example. If you don't have a battery backed-up clock, you can set the preferences to freeze *Remind* and make you set the clock on boot-up.

INSTALLING YOUR DISK

To fit these programs on, they have been archived, so you must install them – but don't fret! All you need do is have three blank, formatted disks ready. If you are unsure how to format a disk, refer to your Workbench manual. When you have the three disks ready, boot the Coverdisk. All you have to do is change the disk when you are asked to. There you go. Painless!

If you want to install *Transition* to your hard disk, simply follow the instructions above and then drag the drawer (not just the program) across to the destination.

FastView 1.51 (WB2+)

So, you've converted all your images in *Transition*, but you want to take a peek at them. *FastView* is the answer. It can load most types of images and is an incredibly quick JPEG viewer. There are two versions you can install, so use the one made for your processor.

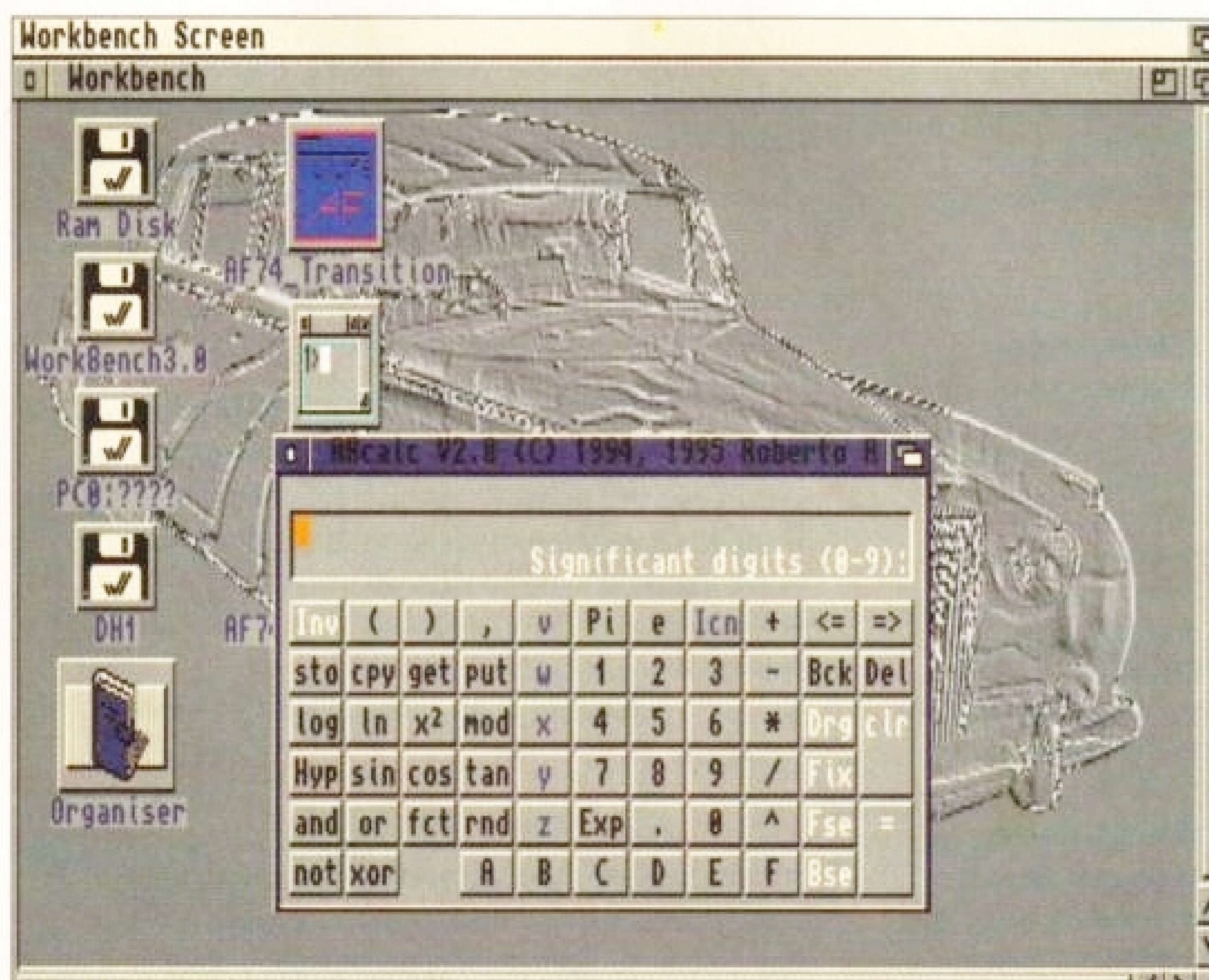
It works both from CLI and Workbench and just requires you to select the file you want to see. There is optional dithering to make pictures look as good as possible and large pictures can be made to fit the screen. If you want to view multiple files, *FastView* will automatically load and decode the next picture while you are still viewing the previous one, which makes it very fast... as the name suggests, really.

Typeface (WB2+)

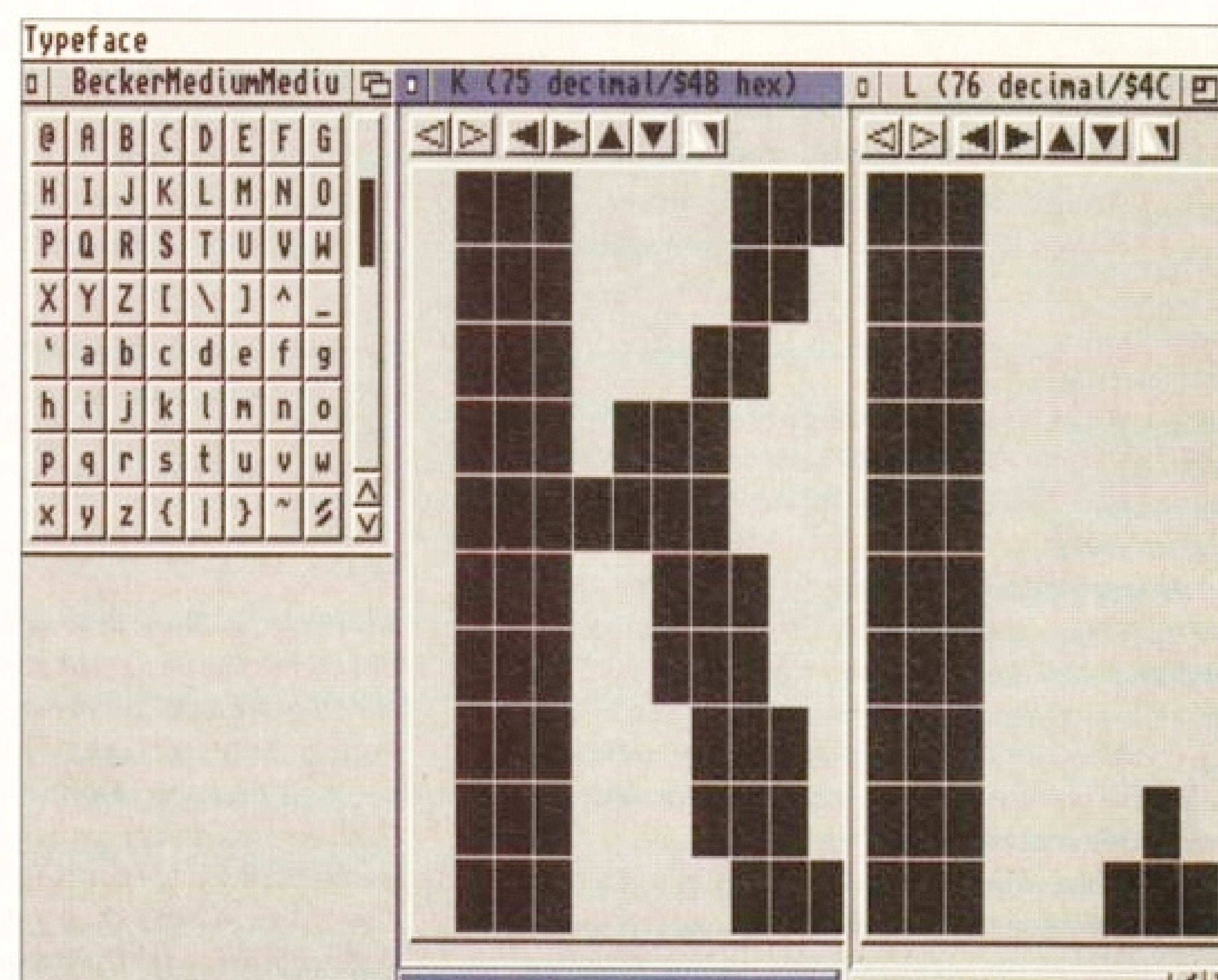
There are hundreds of fonts available for the Amiga, but what if you can't find the right one? Or you want an original character? Or simply want to make a few alterations? Well, then you need to take a look at this! *Typeface* is a bitmap font editor that is so easy to use, it's a dream.

Simply load the font you want to alter and then click on the character you want to change. A blown-up image of the letter will appear and you can change each pixel individually. When you've got it as you want it, save it out and – hey presto! – your customised font is there.

In addition, Outline fonts, introduced with WB2.04, can be loaded at specific sizes and saved out as bitmap fonts.



ARCalc is a powerful replacement for the outdated calculator supplied with Workbench. (And yes, the backdrop was created with *Transition*!)



Typeface helps you to create and edit your own personalised fonts – and its easy-to-use front end means that a new font is only a few mouse-clicks away.

AMIGA FORMAT COVERDISKS

GOT A PROBLEM WITH YOUR COVERDISK? CALL 0191 584 0682 (MON-FRI 2PM-6.30PM)



Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

EXTRA!

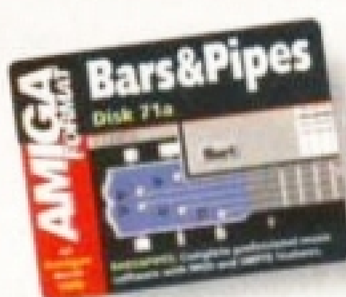
PIXEL 3D PRO (AF65)



Pixel 3D Pro is for use with a 3D rendering package (such as *Imagine* from Coverdisk 53). The objects that it creates cannot be loaded into paint packages such as *DPaint*.

It is a very memory-intensive program, and is choosy about the type of memory it uses. It needs at least 1.7Mb of total memory, some of which must be Fast memory. The *AF66* Coverdisk contains a patch which fools *Pixel 3D Pro* into thinking that you have Fast RAM even if you don't. You can get a copy of *AF66* from Back Issues on page 133, or contact a PD library and ask for a program called *Half'n'Half* which will do the job.

BARS&PIPES (AF71)



Several readers have reported memory problems when trying to run *Bars&Pipes* or when trying to access the *Bars&Pipes* tool *AmigaPhone*. To increase the memory available, disable Workbench utilities that are running in the background (such as virus checkers), disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible.

Bars&Pipes should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers. *AmigaPhone* should now work.

When you try to load the song *Brandenburg Demo*, the Amiga asks you to insert Volume Internal Sounds Kit 1. This is an instruments disk which couldn't be included on the Coverdisk. To work around this, make a copy of your AF71A Coverdisk and rename it Internal Sounds Kit 1. Put this in the drive when prompted. *Brandenburg* will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded (cello for example), can be fixed by clicking on the *AmigaPhone* icon at the end of their pipe and choosing a suitable replacement sample from the AF71A instruments drawer.

PEGGER & MAGIC STORYBOOK (AF72)



It says in the magazine that you should name one of your blank disks Pegger_Demo, but this is wrong. The disk should be called Pegger.

When you are prompted to Please Insert Magic Disk, this does NOT refer to the *Magic Storybook* Coverdisk, it means the disk which you have formatted and called Magic.

People with some 1.3 machines can't decompress the disks. *Magic Storybook* will work, but it will have to be decompressed as follows.

Amiga 1.3 with 2 drives: Boot up with the Coverdisk in the internal drive, put your blank formatted disk in the external drive. When the error message appears telling you that RAM can't be accessed type:

lzx -x -F x magic.lzx df1:

This starts the decrunching process. Once that has finished type: install df1:

Single drive 1.3 Amiga: a little more complex. Boot with your Workbench disk, go to the System drawer and start the CLI tool. Make sure you have your formatted disk called Magic to hand. Write-protect your Coverdisk and Workbench disk. Now type the following, swapping disks as requested:

```
copy af72a:lzx RAM:
copy af72a:Magic.lzx RAM:
copy af72a:c/install RAM:
cd RAM:
```

Remove Workbench, and insert the blank disk. If, after entering the next line, a requester asks for Workbench back, click on Cancel.

```
lzx -x -F x magic.lzx magic:
install df0:
```

Now reset the machine. If you've done everything correctly *Magic Storybook* will load and run.

DATASTORE (AF68)



Although it wasn't mentioned on the disk, *Datastore* needs at least Workbench 2 to work. Sorry, there's no way to get it to function on a 1.3 machine. The vast majority of serious Amiga software nowadays needs at least version 2.

For around £90 you can upgrade to the latest version, (3.1). If you think that's too much to spend on an ageing A500, there is another option. Most dealers will replace your Kickstart 1.3 ROM with a 2.1 ROM for less than £30. If you fancy doing it yourself, 2.1 Kickstart ROM chips can be bought mail order for as little as £22. A small price to pay to bring the machine into the Nineties.

IN GENERAL

Not all of the Coverdisk programs are self-booting. Some, like *Bars&Pipes* for instance, require you to load up Workbench before you can run them.

A large number of people regularly ruin their Coverdisks by decrunching the full Coverdisk programs and game demos over the top of the Coverdisks themselves, instead of on to blank disks. Often, this happens when they accidentally insert the wrong disk during the Coverdisk decrunching process.

To guard against this happening, as soon as you remove the Coverdisks from your magazine you should write-protect them – slide open the little tab in the top right-hand corner of the disk. Only when this is done should you follow the instructions for making back-up copies of the Coverdisks and decrunching the Coverdisk programs to blank disks. Make sure you rename a back-up copy of a Coverdisk to the same name as the original before using it.

FAULTY COVERDISKS.

As a rule, a Coverdisk which is genuinely defective causes error messages such as Read Write or Checksum Error when it (but not one of your own blank disks) is in the disk drive.

Not Enough Memory or Can't Open Such&such.library errors are almost always generated by something other than a damaged Coverdisk. Check that you've followed all of the instructions, and that the program is intended to work on your particular system. If the problem persists call the Coverdisk Helpline before you send the disk off to DisCopy Labs.

COVERDISK HELPLINE

The Coverdisk Helpline (0191 584 0682) is there to help you, but before you call please make sure you have the answers to the following questions:

- **Which version of Workbench are you using?**
- **Which model of Amiga do you own?**
- **What memory expansions do you have?**
- **How much memory do you have?**
- **If you are getting an error message, what *precisely* does it say?**

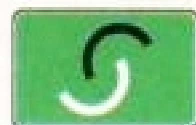
PC OWNERS

Often confused PC owners call the Coverdisk Helpline to complain about the *Amiga Format* Coverdisk programs not working on their HyDaeSung DX2 T (or whatever). A message to PC owners: you did buy the right magazine, but sadly you bought the wrong computer to go with it.

Next Day **£5.00**
2-3 Days **£2.50** Saturday **£10.00**
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Allow up to 7 days for cheques to clear









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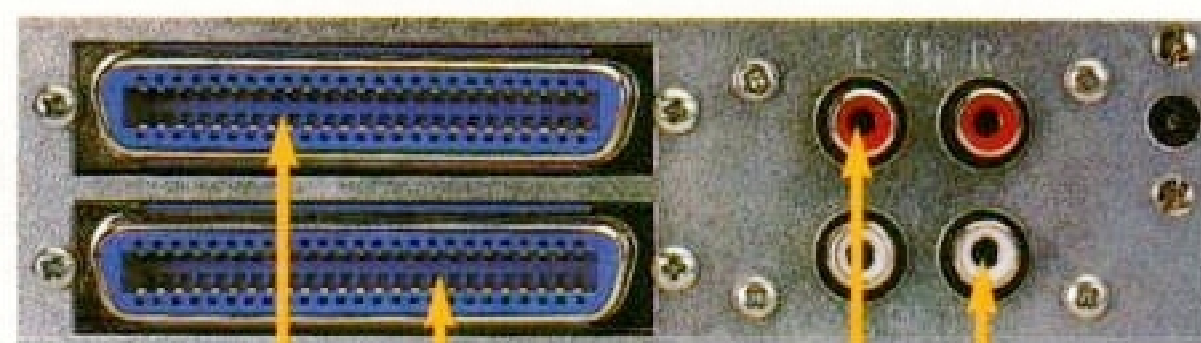
CD-ROM

NEW
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INC. CD32
EMULATION



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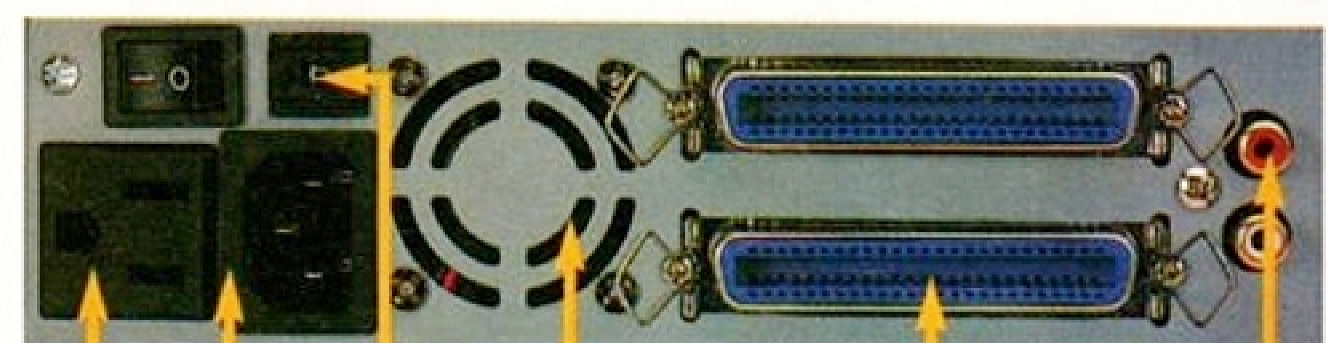


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QUAD SPEED CD ROM



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240v
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The new Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional peripherals to be connected, for example: Syquest Drives, Hard Drives, Flatbed Scanners and Dat Drives. What's more the Power CD-ROM features a 'Hot-Plug' and 'Un-Plug', which allows you to connect/disconnect at any time the Power CD-ROM and any additional devices, even when your Amiga is switched on.

The CD-ROM comes with a SCSI interface, PSU, manual, audio lead, mains lead* and software: Audio CD, CD32 Emulation, MPEG Film Decoder and PhotoCD software.

CD-ROM SOFTWARE

CDBOOT 1.0 .... **£29**
Enables you use almost any CD32 games

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632MB of fonts for almost any computer system

GAMERS' DELIGHT **£25**
Contains 40 games for the Amiga

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Volume 2 of the Goldfish series, contains a selection of software

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Contains almost 650MB of 3D objects, images etc.

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3D stereograms on your screen!

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AF GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these *Amiga Format* guidelines:

1 Before you send any money for goods, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on advertisements.

3 Beware companies that do not include their address on their adverts. Avoid companies which do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash, and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.

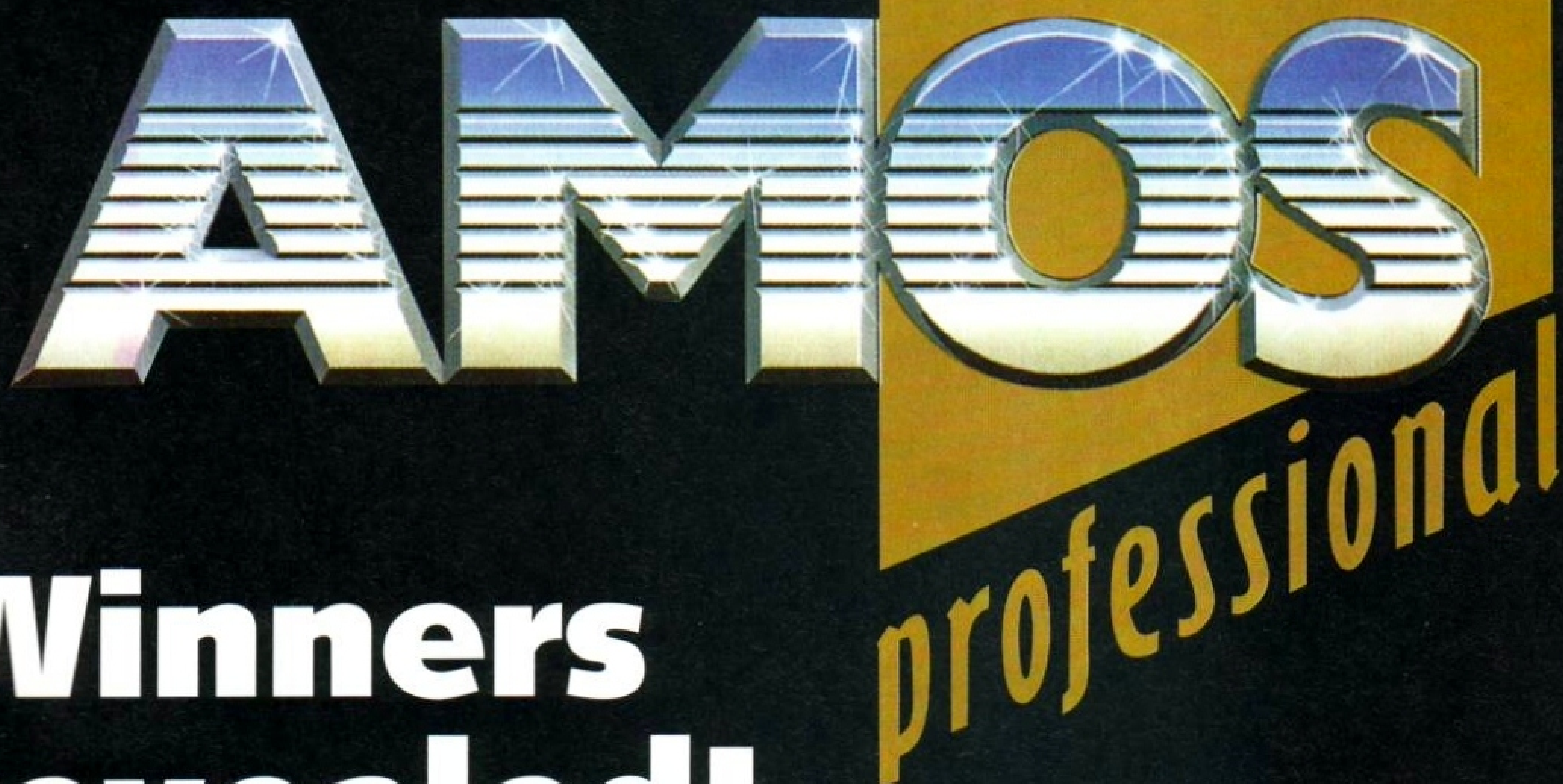
8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of *Amiga Format*.

10 If a problem arises, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved without taking the matter further. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

ADVERTISERS' INDEX

AMIGA FORMAT PRESENTS



Winners revealed!

We had a massive response to our *Program A Game In AMOS* competition. Hundreds of you sent in your work. Next month we'll bring you the full results. Prepare to be impressed!

Issue 75

On sale Thursday, August 3

AMIGA FORMAT FORUM

Dale Bradford is your host for the page that gets the industry talking.



We get more letters about Coverdisks than any other subject. So, just what do you want stuck to the cover of the world's best Amiga magazine?

Coverdisks, eh? No matter what we do, someone always complains. Usually the complainants fall into two camps: "There's too much old tat – give us new stuff!" on the one hand, or "Stop putting AGA-only stuff on the disks – what about all us A500/A500+/A600 owners?" So we thought we'd broaden the debate by asking the following question:

What do you look for in a good *Amiga Format* Coverdisk?

And this is what you said: "A brilliant and useful utility," replied Robert Finney of Chislehurst in Kent, who added: "It may be useful, now that the price has gone up, to do some full PD games and earlier full games like *Team Suzuki*."

Full PD games are a possibility, but full versions of commercial games are a no-no due to a long-standing agreement between magazines and software publishers to use only demos. Besides, the last time I saw *Team Suzuki* on sale it was only £7.99.

"Either good demos of really new stuff, like *Photogenics*, or full versions of old stuff, like *Bars&Pipes*, *Wordworth* and *TV*Text*," says Nigel Williams of Birmingham, "but please, no more demos of old stuff like *Magic Storybook*."

Perhaps it has slipped Nigel's mind that the disk he refers to also contained a sample version of a new program (*Pegger*) and that every issue in the previous year conformed to his wishes?

Nick Rowe, of Halesowen in the West Midlands, looks for: "Varied, interesting and preferably unrestricted programs. It also helps if programs can be used easily, without additional hardware where possible." Which suggests that Nick is quite content, because that's exactly what our Coverdisks are.

Jackie Doherty of Harrogate in Yorkshire, who smugly informs us she bought a second-hand A1200 for a mere £50 just before Christmas, would like to see: "Tutorial disks which would lead the beginner through, say, Workbench. Not only beginners would benefit: in my class most people use their Amigas as games machines, and a tutorial disk might nudge them into more productive areas."

Jackie then makes the frankly ridiculous claim that: "Girls have Amigas too, you know." Since when?

I liked Brad Darkins' suggestion: "The best from *Amiga Format*, the best art from The Gallery, music, *AMOS* programs, demos and so on. You never know, Escom may use it on their in-store displays to help sell Amigas and put the Amiga back where it belongs – on top again."

Maybe we should do that as a separate disk anyway? Come on, Mr Veitch, see to it.

"Why don't you arrange with the software publishers the rights to sell the original manual to anyone who's interested in buying it? It would have been particularly welcome if you had done this for your *Bars&Pipes* Coverdisk," suggests Garry Harris of Stowmarket in Suffolk. We usually do, but the *Bars&Pipes* manual is so enormous, it would have cost a fortune to print, I suspect.

"Good demos of really new stuff"

Adrian Murphy of Paddington, London, explains: "Half the enjoyment is searching around the Coverdisk's every nook and cranny for any little programs, fonts, libs, *DOS* commands, etc which might come in useful.

"*AF* has been brilliant in this respect, supplying me with a range of fonts and little programs like *LHA* which have been very handy."

"A tutorial disk might nudge people into more productive areas"

Adrian went on to praise our *Wordworth AFC* disk in particular and would also like to see high-quality PD because: "The standard of programs coming from the Public Domain is truly amazing – just look at *Magic Workbench*."

I'll leave the last word to Rebecca Stacey (blimey, another girl – Jackie may be right) of Balby in Doncaster: "Variety".

Well, that sounds to me like a resounding endorsement of what we already do. For next month, can I ask *AF* readers to consider the following…

You're locked in a lift for a weekend with your Amiga, a two-player game, and a companion. Who would you choose to share your confinement, and what game would you like to have with you?

The best answers will be printed in a future edition of Format Forum, and will win their authors an *Amiga Format* sweatshirt. Please send your answers to:

Format Forum, *Amiga Format*,
30 Monmouth Street, Bath,
Avon BA1 2BW.

Or you can fax me on 01633 896087.

See you next month. 

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 5pm. Please make sure your call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours. Ask for Sophie Collins. E-mail: mops@futurenet.co.uk.

WORKBENCH: If you have any problems with the technical side of your Amiga, we'll answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*,
30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions. Please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*,
30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
Whatever Competition, *Amiga Format*,
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E-MAIL: You can send E-mail messages to *AF* at: amformat@futurenet.co.uk. Make sure you include the department in the subject line (Workbench, Letters etc). If you write *Info* in the subject line you will receive a list of all relevant departments.



Transition



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Player Manager 2



Can you play and manage a full season at the helm of famous Wolverhampton? Find out in our exclusive demo of Anco's massive, fabulous new football management game



Real 3D

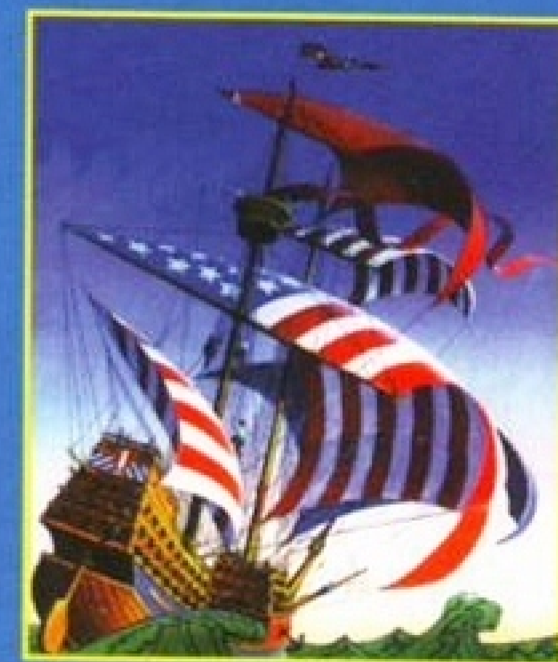
Now Activa's software has arguably the most powerful features, but is it easier to use? p90

Workbench

Our special eight-page problem solving feature will answer all your common, and not so common, problems. Well, most of them anyway. There are many hints and tips to be learned, even for the most hardened Amiga veteran p19

Colonization

Cynical reworking of an old classic, or masterpiece in its own right? p46



Photogenics 1.2

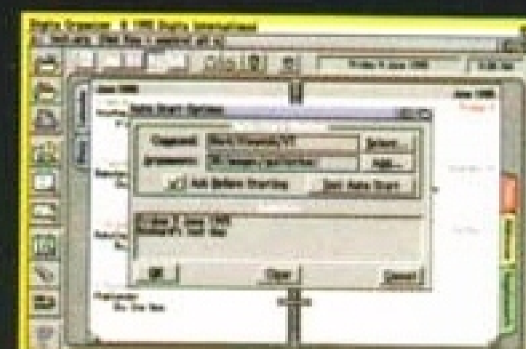


Sensible Golf



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Organizer



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